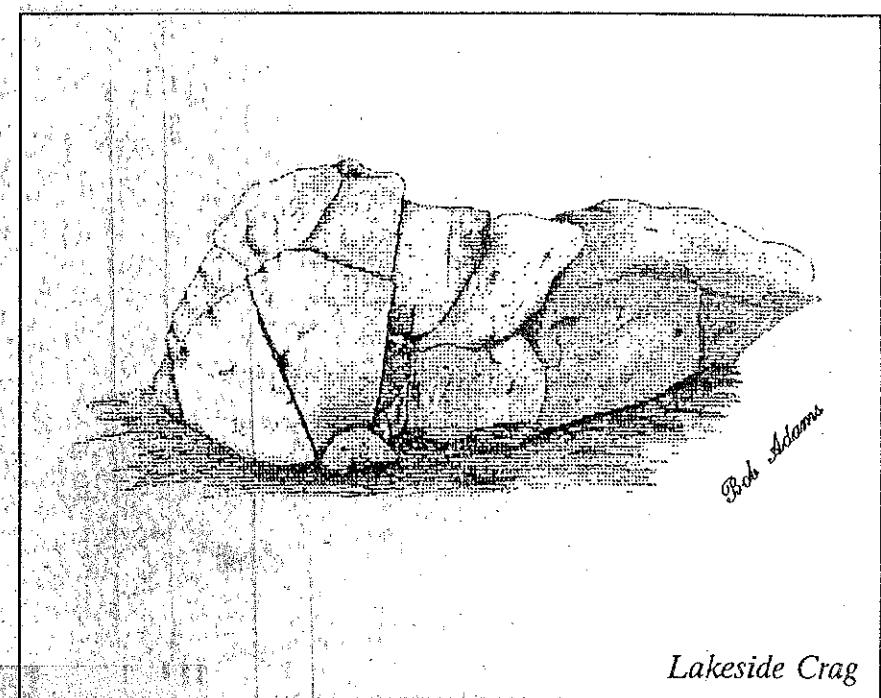


\$14.95

**1995's Comprehensive Guide
to Pawtuckaway Rock Climbs**



by Dave and Marie Saball
& Paul Boissonneault

1995's Comprehensive Guide to Pawtuckaway Rock Climbs

As of July 10, 1995

Compiled by Dave & Marie Saball, *Vertical Endeavors*
And Paul Boissonneault

Cover drawing "Lakeside Crag" by Bob Adams

Published by Granite Mountaineering/Robert M. Wiener

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INTRODUCTION

Pawtuckaway State Park Information

Located about 20 miles northeast of Manchester, N.H., Pawtuckaway State Park spreads its 5,500 acres over three towns: Raymond, Nottingham and Deerfield, N.H. The area offers quiet solitude with a beautiful setting for outdoor activities. In addition to climbing, there is camping, boating, fishing, hunting, hiking, mountain biking, snowmobiling, nature walks, bird watching and cross-country skiing. **Camping and fires are permitted only in designated camping areas (which do not include the climbing areas).** Park policies include:

- ◆ Respect the rights of the owners of private roads and property adjacent to the park and access trails.
- ◆ It is unlawful to cut any standing trees or their limbs, shrubs or any other vegetation in the park.
- ◆ Do not litter. Carry out what you carry in.

Climbing at Pawtuckaway is especially enjoyable. The excellent quality of the rock and the abundance and variety of face and crack climbs not only make it interesting, but also provide superb opportunities to develop one's climbing abilities.

A very short and incomplete history

This very abbreviated account of climbing in the Park is intended to give climbers an idea of when routes of certain grades were probably done. Because Pawtuckaway Park is used by hundreds of climbers (some think of it as a practice area) who have little communication between them, 100% accurate information is hard to obtain. We will leave a complete history to someone with a lot more time and energy than us.

The Whip	5.9+	1965
Climber's Corner	5.10	1968
Heat Wave	5.11	1978
Book of Fools	5.11+	1983
Speckman's	5.12	1985
Sympathy for the Devil	5.13	1990

How to use this guidebook

This guide is not a climbing manual. It is not intended to be used as a "How To Climb" book and should not be used as one. Climbing is an inherently dangerous sport. The authors, writers, publishers and distributors of this guide do not recommend that people participate in climbing activities

and/or use this guide book unless they are experts, seek qualified professional instruction or guidance, are knowledgeable about the risks involved and are willing to personally assume all responsibility associated with those risks. It is best to learn how to climb from a professional instructor.

Maps, drawings and descriptions are provided to aid the climber in locating the routes included in this guide. It is the author's opinion that a guidebook should lead a climber to the climbing area or route he/she seeks and providing a general route description, but should not over describe the routes by describing each move. Climbing the route - working out the moves - is the climber's challenge and source of adventure. For this reason, descriptions of individual moves and cruxes have been purposely omitted in order to avoid removing the adventure of the climbing experience.

Every effort has been made to provide accurate distances, route descriptions and names. However, errors may be found as no amount of proof-reading and double-checking can ever be perfect. We apologize for any errors which may exist.

No one should use this guide without understanding the risks of personal injury and death and accepting responsibility for his or her own safety.

Bitten by the Bug

From mid-May to mid-June the Black Flies and Mosquitoes abound and are biting! However, during the rest of the spring, summer and fall the park can be paradise.

Cliffs, Climbs and Boulder Problems

Bouldering is usually considered as a way to develop and practice climbing skills without a belay rope at the base of a cliff or on small boulders. However, at Pawtuckaway, and especially in The Boulder Natural Area, some of the "boulders" are as high, or higher, than some of the cliffs! A few of the boulders are $40\pm$ feet high and massive in circumference. Most climbers will wisely top-ropes many of the "boulder" problems. The boulder fields are a great place to develop footwork, technique, callouses and strength.

Most of the cliffs range from 35 to 50 feet high. The cliffs in the Devil's Den Area are the largest in the park and are $100\pm$ feet high. Throughout the park you will find slabs, face climbs, cracks, roofs and chimneys of all degrees of difficulty. Most of the routes can be led and/or top-roped.

Ethics

Although very controversial, we believe that a discussion of ethics is the most important part of a climbing guidebook. Climbing styles and ethics vary from one area to another. We believe that climbing is an outdoor adventure

that should be enjoyed in whatever style one desires, as long as the natural state of the area remains unspoiled for whomever might follow. We believe in the old saying, "Take only memories, leave only footsteps."

We are also very happy and proud to be able to say that the climbers of southern New Hampshire have a heritage of high ethical standards. It is a legacy of grit and unselfishness: the grit to push oneself to the limits of one's ability without the comfort of "G" protection and the unselfishness to choose to top-ropes a route rather than blemish the rock with bolts. It is to this ethical standard that we aspire and describe in this discussion. We hope other climbers who visit southern New Hampshire will respect and preserve it.

The use of pitons to aid routes is strongly discouraged as this practice damages the rock and changes the character of the route when climbed free. This is not to say that we believe aid should not be practiced, but due to new technology (Friends, RP's, etc.) the need for pitons has virtually come to an end. An alternative should be used whenever possible.

Also, the addition of bolts or other fixed protection on established routes is absolutely reprehensible. This changes the character of the route, which, by any standard, is totally unethical.

Old Routes

Great effort has been made to preserve the original name of routes. Many routes have been climbed since the 1950's and 60's, and perhaps before. Sometimes a climber, new to the area, thinks he has just completed a new route when actually it was climbed years before. This easily happens when a guide book is not kept up to date. Occasionally, the names of routes were not known, especially some of the newer routes that haven't been reported. We have taken the liberty to attach a name. We welcome any information that would help preserve the original name. The route grade (difficulty) has been reviewed and revised as needed based on the consensus of several very experienced climbers.

New Routes

Due to the amount of new route activity in southern New Hampshire, we feel that new route ethics deserves to be discussed separately. This guide contains a group of small crags that for the most part can be easily top-roped. Local consensus is that these are small areas that don't deserve to be littered with bolts. Placing bolts permanently changes the rock and its appearance. It threatens the climbing environment, which every climber has a responsibility to preserve. When establishing a new route, every first ascent party should seriously consider the consequences of their actions when placing bolts. Egos must be set aside for the greater good of preserving our environment and the future of climbing. They should first consider if the quality of the route

warrants the placement of bolts. They should also consider if the quality of the rock itself is conducive to placing bolts.

If a first ascent party determines that their new route deserves to be bolted, they should be conservative in the number of bolts they place. All routes do not have to have "G" rated protection. Also, it is their responsibility to place the bolts properly. We suggest the use of 3/8" stainless steel bolts, drilled properly, sealed and camouflaged.

The area to the left of Devil's Den provides an excellent example of new route madness which is best characterized as a "butchered" job. It is abundant with poorly placed bolts in poor quality rock on undesirable faces. It is obviously not a very well thought out or executed work.

Furthermore, this area and, unfortunately, several others have been vandalized by the axe. Many trees have been cut down, leaving stumps of 2-3 feet in height, and the trees left where they fell. Not a pretty sight!

Other forms of environmental/rock alteration, such as chipping, gluing, painting, adding artificial holds are also considered vandalism. We agree with Michael Kennedy's statement in his editorial "Truth or Consequences" (*Climbing*, no. 129), "... they should be discouraged both by peer pressure and by vigorous enforcement of existing laws".

Climbers should keep in mind that the areas listed in this guide are either on private, city or state land. The cutting of trees or destruction of land can result in fines, imprisonment or restricted access. All climbers have the responsibility of preserving our privilege to access and utilize these lands. It does not exist just for the climber's enjoyment. We must all remember this and we must consider how our actions may affect the environment and our future to enjoy it. Don't be the one to ruin it for all.

New route opportunities

There are abundant new route opportunities throughout the park. (But not as many at the much frequented Lower Slab or Upper Cliff.) If you want to put up a new route try one of the following areas:

—Lower Cliff —Boulder Natural Area —Devil's Den —Small Walls —Upper Devil's Den Area —Yellow Dog Area —Sunshine Walls —Micro Wave Area

Commitment Ratings

Standard Commitment Ratings are given as¹

Grade I	1 to 3 hours (any technical difficulty)
Grade II	3 to 4 hours ditto

1—see Jerry Cinnamon, *Climbing Rock and Ice*, 1994, p. 122

Grade III 4 to 7 hours ditto

Most of the routes in Pawtuckaway are Grade I, however, a number of the routes at Devil's Den cliffs are Grade II and III.

Quality Ratings

Quality ratings commonly use one to four (*). A one-star route has at least one characteristic, such as a short sustained section with good rock, that makes it a better than average climb. Routes with the highest number of stars indicate that the route is one of the best in the area.²

Protection Rating System

The rating system utilized in this guide is a subjective system. It is based on the premise that the leader is competent at placing protection. However, since competence is a relative state of ability, ratings may vary from one climber to another. Discretion and judgement should be used when applying these ratings to one's own ability. Top-roping climbs may reduce the danger of some climbs while preserving the challenge of completing difficult moves and keeping climbing fun. However, any fall may result in serious injury. Protection ratings are given as follows³:

PG-13: Protection is considered adequate, and if properly placed, a fall would not likely be long or of consequence.

R: Protection is commonly considered inadequate. The possibility exists of a long fall onto good protection or a shorter fall onto poor protection, which may pull. A falling leader will probably suffer injuries.

X: Protection is commonly considered extremely poor. There exists the possibility of long falls, pulling several pieces of protection and causing serious injury or death.

We have included in this guide:

(TR) Route is done only on top rope.

2—Jerry Cinnamon, *Climbing Rock and Ice*, 1994, p. 122

3—See *Mountaineering: The Freedom of the Hills*, 5th Edition, p431

ACCESS TO CLIMBING AREAS

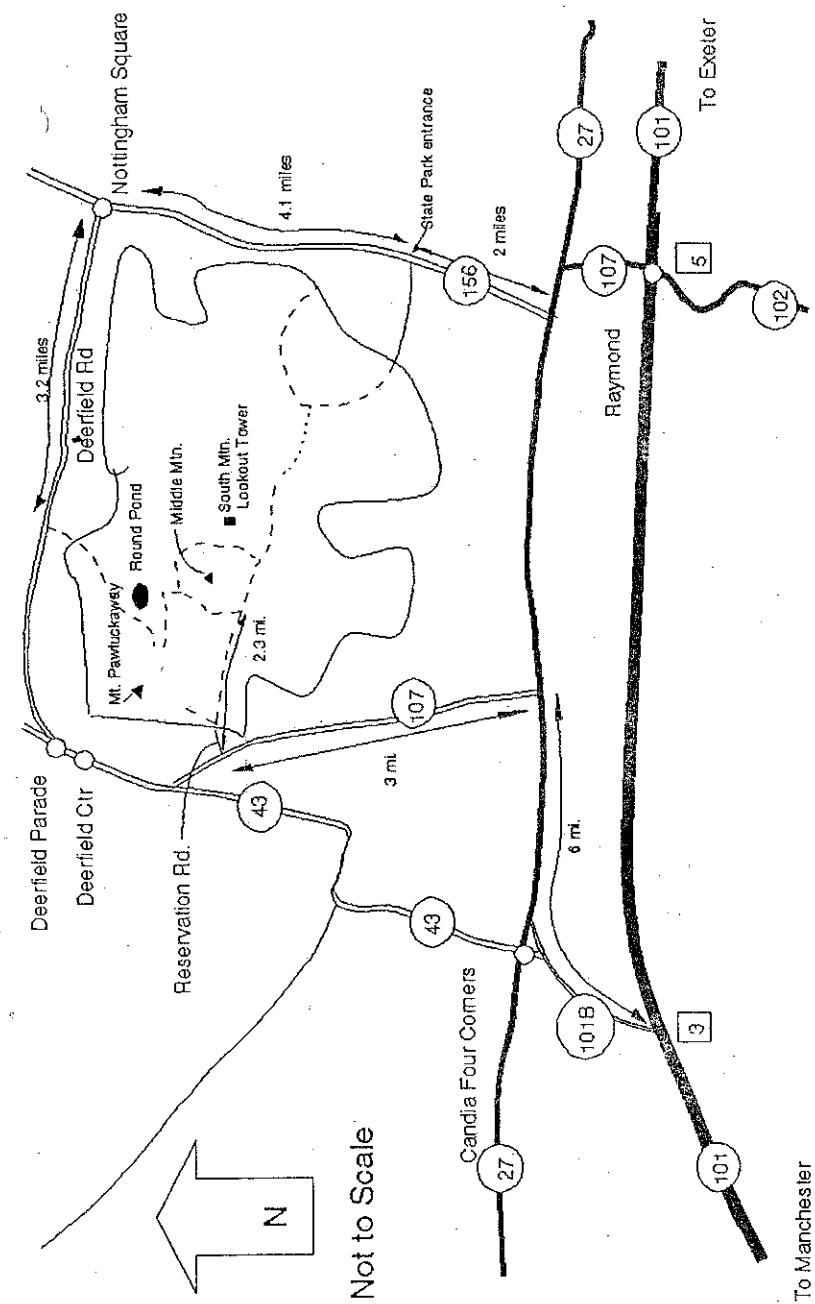
Access to the climbing areas at Pawtuckaway State Park is provided by several dirt roads that run generally from Nottingham Square Road in Nottingham through the park to Route 107 in Deerfield. Since the road is usually flooded by Round Pond it is normally impossible to drive from one entrance to the other.

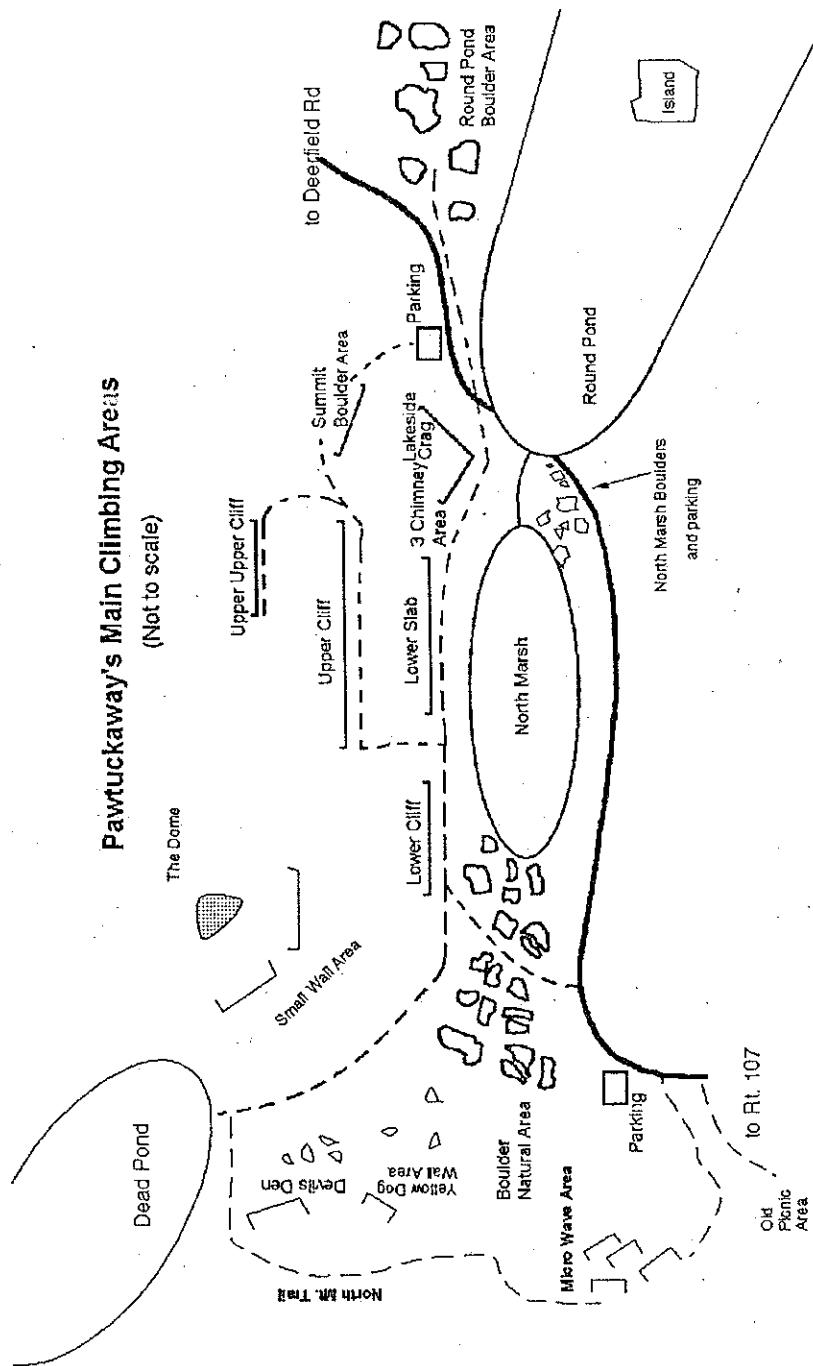
One access into the park is off Nottingham Square Road. The entrance is found on the left, 3.2 miles from Nottingham Square as you drive toward Deerfield. Once located, follow this road to a parking area just over the crest of the hill. Then walk the road about 3/4 of a mile to Round Pond.

The entrance from Route 107 via Reservation Road in Deerfield is marked by a small sign for the park lookout station. From here, the road is paved for a short distance before turning to dirt. Once on the dirt road, and after passing under high voltage power lines, take the first right and then turn left after one mile. A left turn here is a more direct route to Round Pond.

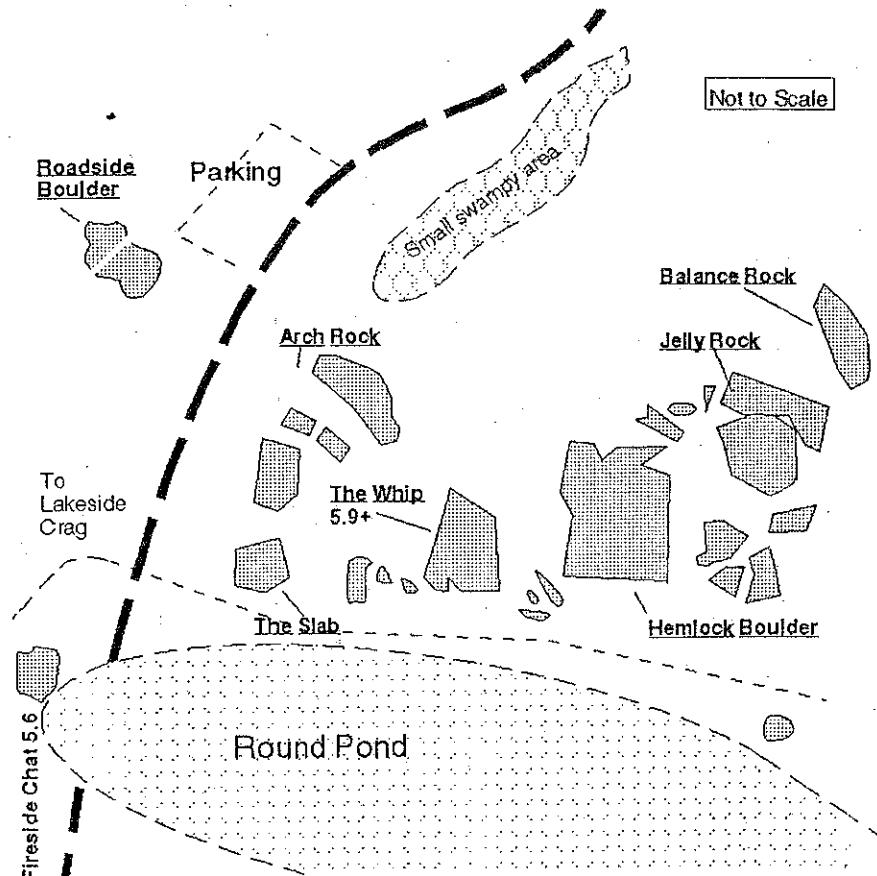
For an alternative, instead of turning left, continue straight at this junction to a T. Take a left at the T, passing the trailhead for the Lookout Tower Trail and following a road to a second T. Make a right turn at this second T and you will join the direct route described in the proceeding paragraph.

Continue to a sharp right jog in the road where a large rotting log, marked BOULDERS signals the trailhead for this climbing area. Park here for the Boulder Natural Area, Devils Den, Small Walls, and Micro-wave. Alternately, continue to follow the road to Round Pond where parking for other climbing areas is found.



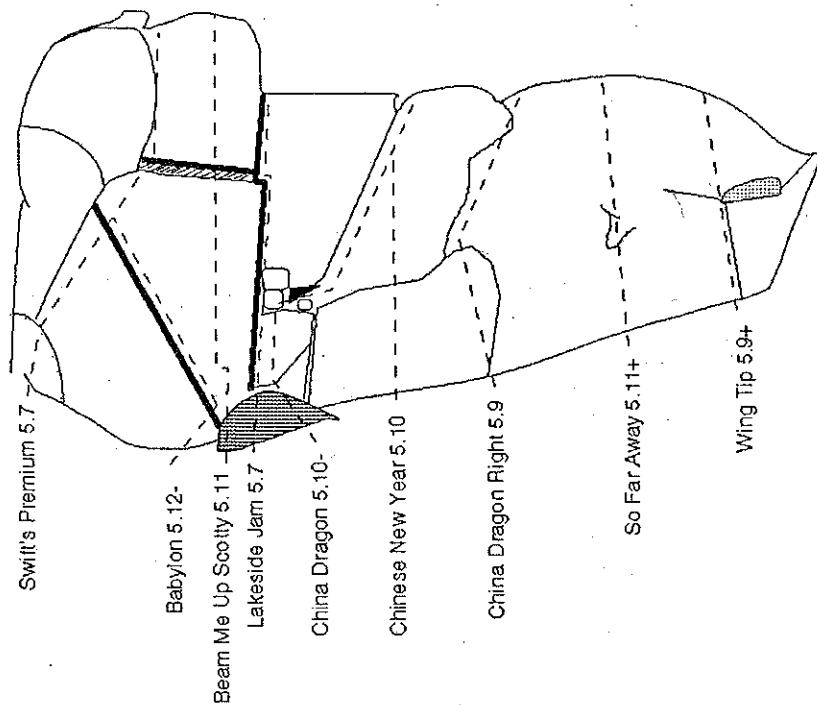
Access to Climbing Areas*Round Pond Boulder Area***ROUND POND BOULDER AREA**

Located on the south side of the access road, on a small ridge between the road and Round Pond, the Round Pond Boulder Area is the smaller of two major boulder collections found in the park. The area is located on the northeast bank (the Nottingham side) of Round Pond and offers splendid bouldering on short cracks and faces. The boulders can be found just a short jaunt on a faint trail beginning near the spot where the pond washes over the road. Be sure not to miss Balance Rock, a 65 ton erratic balanced on a rock pedestal and *The Whip*, a 20-foot finger crack. Virtually every problem, variation and traverse has been done in this boulder field.



LAKESIDE CRAG

Located on the north side of the access road, and easily seen from the parking area at Round Pond, the sunny 30 foot face of Lakeside Crag offers a handful of interesting routes. Two standouts, Lakeside Jam and China Dragon, present a theme common to much of the climbing at Pawtuckaway. Obvious jam cracks in the center of the face, they can be strenuous and awkward. All routes are easily top-roped. The best way to ascend or descend is found on the right side of the crag.



Routes are listed left to right.

Scramble-Rama 5.3 PG

Start 10 feet left of Swift Premium. Climb root of Hemlock tree, then up left arching crack.

Swift Premium 5.7 PG**

At the left end of the crag, up a slight incline, follow a ramp with a crack in the back of it that runs diagonally right to a comfortable ledge. From here, climb the finger crack to the top.

Babylon 5.12- R

Ascends the left-leaning, shallow crack system to the ledge. Finish up Swift Premium.

Beam Me Up Scotty 5.11 * (TR)

Climbs the face 2 feet left of Lakeside Jam. Use the arête for the first 3 feet, step left and, without the arête, scale the face to the ledge. From the ledge, continue up the center of the short face between the two cracks.

Lakeside Jam 5.7 ** PG

In the center of the cliff is a vertical crack with a small alcove part way up. Climb to the alcove, exit left using the crack to a large ledge. Jam or layback the off-width crack to the top. Bring large protection.

China Dragon 5.10- **

Start same as Lakeside Jam to alcove. Make a difficult step right onto face. Jam the right-leaning crack to a tricky finish. Classic Pawtuckaway jamming!

Chinese New Year 5.10 * (TR)

Ascend the face between China Dragon and China Dragon Right. Finish on last moves of China Dragon. Height related.

China Dragon Right 5.9 *

Start at a flake system found right of China Dragon. Climb the left-leaning flakes to the China Dragon finish.

*Var. 5.8 *:* Finish on the higher right-slanting ramp.

Var. 5.8 PG: Traverse the lower horizontal crack to Wingtip.

So Far Away 5.11+ * PG

Start below the pointed jutting flake. Make frustrating crank moves off-ground to gain flake. Continue through groove above. A very tricky start!

Wingtip 5.9+ * PG

Labor up the short, but deceptive crack 20' right of China Dragon Right.

THREE CHIMNEY AREA

The Three Chimney Area is located around the corner to the left of Lakeside Crag. The first route is found several paces up a trail which follows an outlet flow from a Beaver Pond. The routes in this area are about 20± feet in height. Some make good bouldering.

 Climbs are listed from left to right.

Left Chimney 5.4 PG/R

Ascend the left-hand chimney behind a large pine.

Center Chimney 5.5*

Climb the middle chimney.

Right Chimney 5.3 PG

Clamber up the chimney with a chockstone on the right.

Var. Josh's Dilemma 5.11+: Scale the flake on the nose of rock 5 feet left of the chimney.

Outside Corner 5.10 * PG/R

12 feet right of Right Chimney, climb the arête and thin crack to slabs and dikes.

Inside Corner 5.11- (TR)

4 feet right of Outside Corner, stem the corner and flakes to summit.

SUMMIT BOULDER AREA

The Summit Boulder Area is found by following a trail which starts 100 yards right of Lakeside Crag at a large split boulder just off the road. This complicated area has a few walls 30' high on scattered boulders just off the trail. The routes offer crack and chimney climbing at moderate grades. The best descent is generally by the right side of the walls.

 The climbs are listed from left to right.

Note: New route possibilities exist on the south and east side of the Roadside Chimney boulder.

Roadside Chimney 5.4 PG *

At the large split boulder just off the road. Crawl up the obvious chimney created by the split.

Timex 5.12- PG/R **

Start 65 feet right of fire ring. Pull over small overhang onto thin slab.

Summit Chimney 5.3 PG/R

Just up the trail from Roadside Chimney, on the left, find the large boulder with a pine tree growing on its top. From a gully on the right side of the boulder, ascend the chimney to the top. To descend, climb down the large pine, then rappel.

Boulder-Rama 5.8 PG*

From the start of Summit Chimney, traverse left 20 feet to a sloping garden and belay. From the belay, continue to traverse left under the roof and up to the pine.

var. Aid start A2+: A direct start to the left end of the roof.

New Fangle Dangle 5.7 PG *

On the back side of the boulder, scale a ramp and offwidth crack 25' to the top.

Cramming 5.8

Labor up the hand-crack out right on the back of the boulder to a large ledge and pine tree.

var. Reachy 5.10 PG: From left end of ledge climb the wall using flakes and making long reaches to the very top of Summit Area.

Black Fly 5.13- (TR)

Starting left of Obstacle Crack, this climb uses the whole face and finishes 3 feet left of Obstacle Crack finish.

 Obstacle Crack 5.10- PG

40 feet right and downhill from Summit Chimney is a wall of large boulders creating several interesting crack systems. Climb to a hole in the center of the wall. Then, jam out the left-ascending crack past a jutting block to tree.

 Weissner's Revenge 5.8+ PG

Four feet right of the hole on Obstacle Crack, struggle through the squeeze chimney above. Don't get stuck!

 Penguins In Bondage 5.11- PG *

This route wanders a bit. Begin 10 feet right of the hole on Obstacle Crack, and fifteen feet left of Tabasco. Jam the left diagonal crack to a small roof and crack about 12' up. Step out right under the roof and follow the right-leaning crack to a small niche. Finish straight up the short vertical crack. Difficult jamming.

 The Hourglass 5.8+ PG

Start up Tabasco, then traverse left at the break onto Penguins in Bondage. Mantle over small blocks.

 Tabasco 5.9+ **

Battle your way up the obvious left-facing corner with an over-hanging crack in it (an overhanging layback!). The higher you get, the harder the climbing gets.

*Var. Saucy 5.10 **: Ascend the handcrack from the cave on the right to join the regular route.

Var. Hot Stuff 5.9+ PG Climb the thin, arching crack just left of the regular start.

 Free Base 5.9+ *

On the next large boulder right of Tabasco. Without gaining much height, ascend the left diagonal crack until able to break out right via a second crack just below the top.

 Locomotive Breath 5.7- ** PG

This route is located on a wall 75 feet right of Free Base which marks the right end of the Summit Boulder Area. Easily seen from the trail, start at the right-facing corner with a crack in it. Huff and puff your way to the top. Big pro.

 All-Time Loser 5.11 * (TR)

This route climbs the face to the right of Locomotive Breath. Start directly under the point where Locomotive Breath ends. Finesse your way straight up the face to the top. A crucial hold broke on this route making it considerably harder than before.

 Padloss 5.9 R

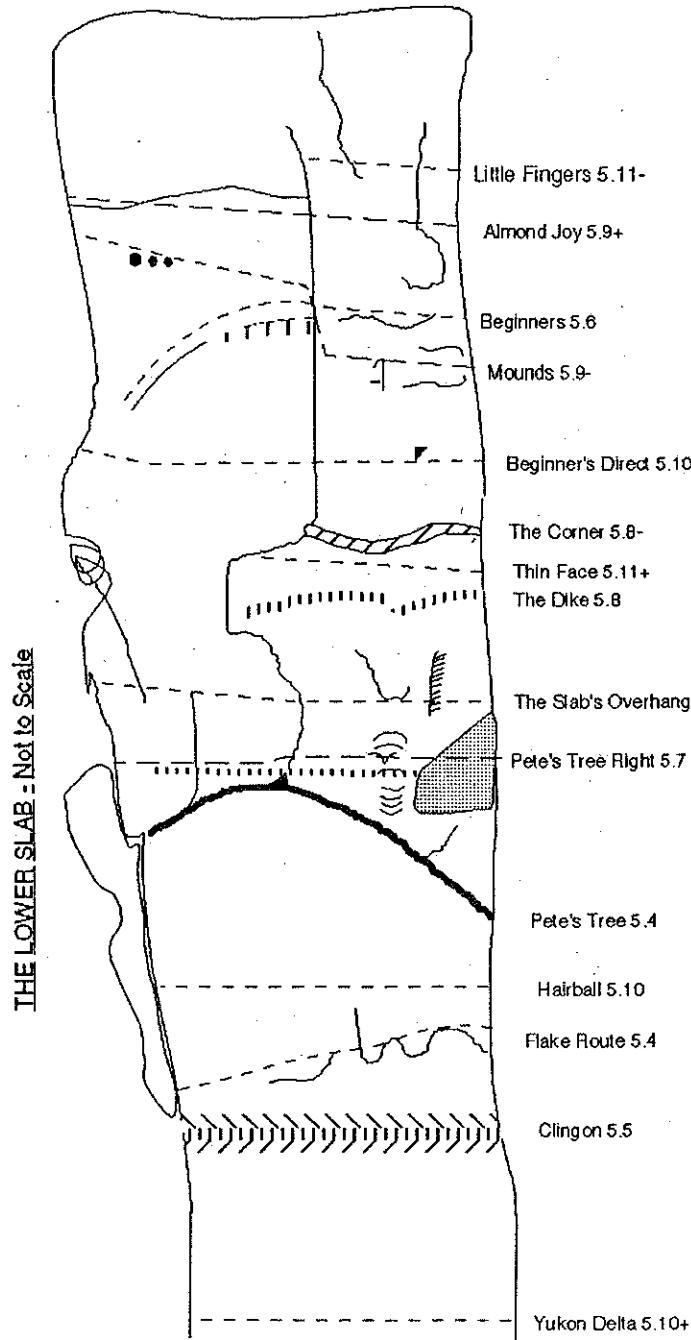
Start five feet right of All-Time Loser. Mantle onto a big shelf. Finish straight up groove from left-hand edge of the shelf

 All-Time Wanker 5.8 R

Climb directly to shelf right of Padloss variation. From right end of ledge, ascend the face and dike.

 Wanker's Away 5.2

Climb the chock stone filled ramp and chimney system to the pine-needle covered ramp.

LOWER SLAB

The Lower Slab is the most frequented climbing area in the park. Because of it's low angle and number of easy to moderate routes it is a popular area for beginners and intermediates, but often overcrowded.

To locate this area from Round Pond, find the trail at the left end of Lakeside Crag. Continue past the Three Chimney Area along the right bank of a stream to the beaver pond. After a short distance, the slab will be obvious on the right.

The slab is about 40 feet high and offers good face and friction climbing. Due to the nature of this rock, many variations have been done. Only the most prominent and frequently climbed routes are described. The routes are easily top-roped. To reach the top or to descend, follow a short trail at the left end of the cliff.

 Routes are listed from left to right.

Yukon Delta 5.10+ (TR) *

Face climb on razor thin holds. 3 feet right of large twin oaks.

Clingon 5.5 PG

At the far left end of the slab, climb to the trees via a dirty chimney crack. Seldom done.

Flake Route 5.4 **

A popular route with beginners. Climb the obvious flake system 25' to the right of Clingon. Up flakes to a short ramp. Finish off left.

Hairball 5.10 R

Starting just right of The Flake Route, friction up the slab without using the flakes on your left.

Pete's Tree 5.4 * PG

10' right of Flake Route is a right-leaning crack. Ascend the crack to a stance, step left up a short crack and corner past bulge to the top.

Var. 5.4 PG: At stance, step left and continue up left-leaning ramp.

Pete's Tree Right 5.7 * R

Start fifteen feet right of Pete's Tree. Battle the bulge near the black dike to ledge. From the leaning ledge, follow the obvious black dike to the top.

Var. 5.5 Move left, around left end of the roof which forms a small corner, then right to black dike. Follow the black dike to the top.

Slabs Overhang 5.7 * R

Near the center of the slab is a roof 8' above the ground. Start 5' left of it's right end. Make a long reach to sharp holds on small flakes over the roof. Surmount roof and follow sharp flakes up and slightly right to a small stance. Finish on short, easy face.

 Dike 5.8 ** R

About 10' right of the roof is an obvious dike. Ascend the dike and face above. For a more challenging climb, use only the holds in the dike.

 Thin Face 5.11+ ** R

Located 3' right of Dike and 5' left of The Corner. Without using any holds in the dike, climb the bulge on thin face and extreme friction to easier climbing above. In a word: Desperate!

*Var. Repo the Epoxy 5.12 R **: A direct start to Thin Face. Start 3 feet left of The Corner.

 The Corner 5.8- ** R

4' right of Thin Face is a right-facing corner. Climb the corner and face above to the top.

Var 5.8: Climb the left arête of the corner.

 Beginner's Direct 5.10+ ** R

4' right of The Corner. Climb the face straight up just left of a tiny left-facing corner in the center of the wall to a horizontal crack. Finish on easy face above. Be sure to stay right of all holds on The Corner. The most sustained route on the slab.

 Mounds 5.9- * R**

This route climbs the face between Beginner's Direct and Beginner's Route on small flakes and face holds. Start just left of tree. Up face, step right past a small overlap, make a difficult reach to a horn, then climb straight up a shallow groove to a horizontal crack. Step right, then straight over the three knobs above to the top. Best route on the slab!

Var. 5.10- (TR): Start same as for Mounds until first small overlap. Instead of reaching right for horn, climb straight over small overlap, keeping just left of bulge on regular route. Difficult friction leads to the horizontal crack. Be sure to stay right of Beginner's Direct.

 Beginner's Route 5.6 ** PG

Start directly behind large dead tree 2' right of Mounds. Friction up 10' to right-facing flakes. Continue to horizontal crack, step left and finish up easy

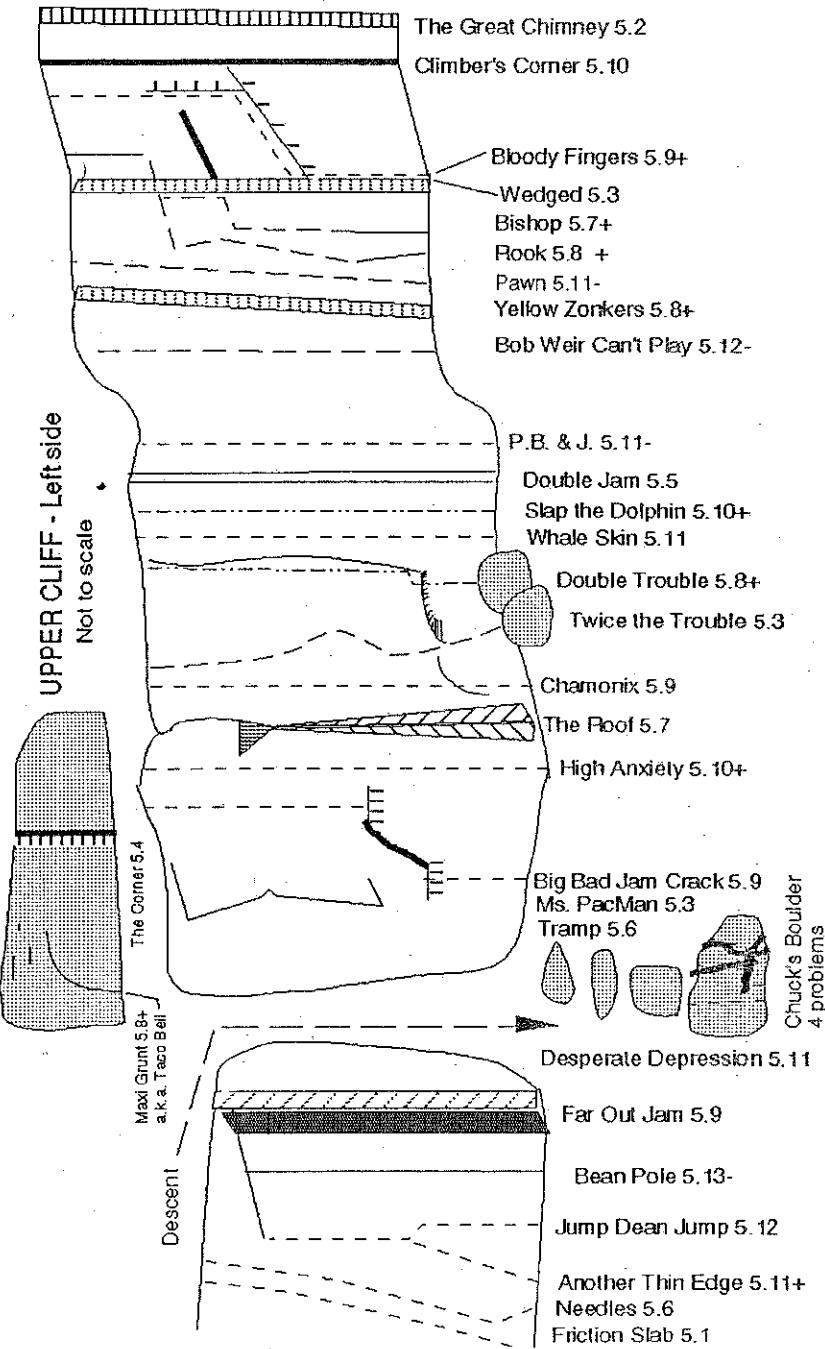
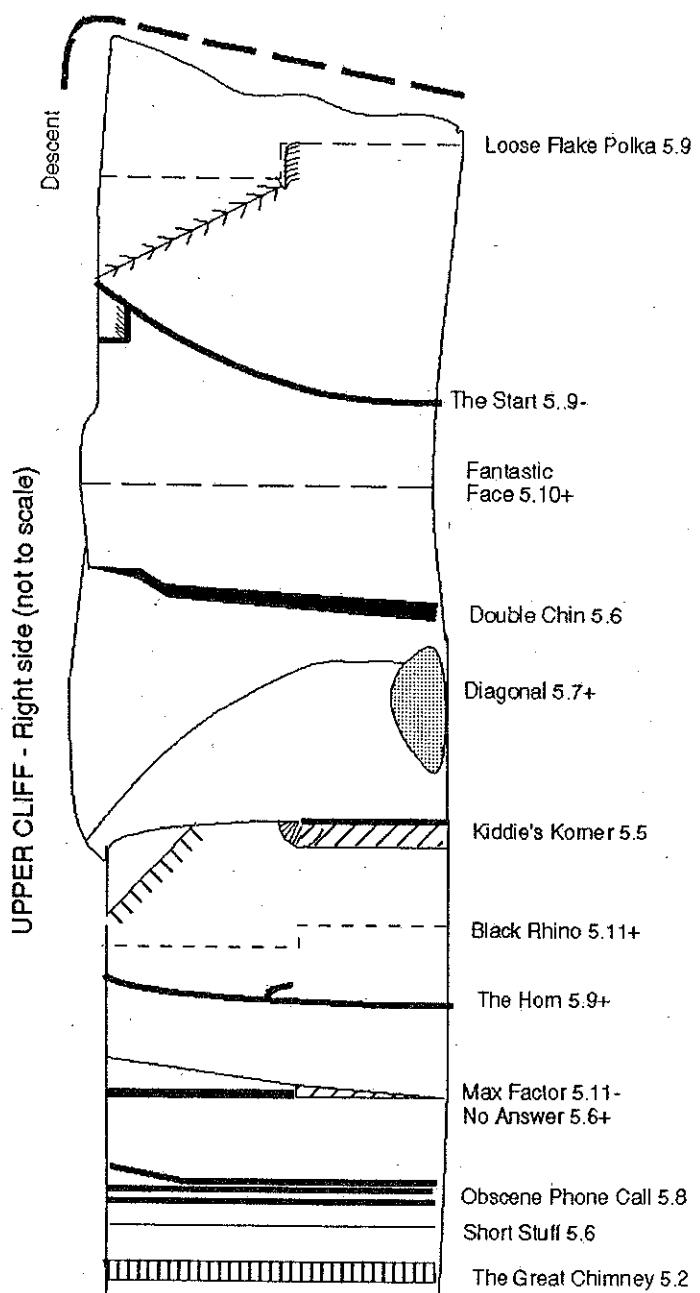
groove leading to the top. The removal of a tree at the base of this climb in 1978 made it two grades harder.

 Almond Joy 5.9+ ** R

Start 5' right of Beginner's Route at a flake which forms a small ledge. From the left end of the flake, friction straight up to the thin crack. Great friction climbing!

 Little Finger (a.k.a. Chew on This) 5.11- * R

Start 5' right of Almond Joy at the right end of the flake, directly below large tree on small ledge above. Make thin face and friction moves straight up to tree. Finish on any one of the previously described routes. Hard entry moves.

UPPER CLIFF

The Upper Cliff is highly recommended, especially for crack climbing. It is one of the most popular areas in the park due to the variety of steep cracks offered at moderate grades. A good area to hone one's crack climbing skills.

This rambling wall is located just behind and above the Lower Slab. It can be approached via a vague trail at the left end of Lower Slab. The Upper Cliff can also be reached by the trail which leads through the Summit Boulder Area. Follow it to the vicinity of Locomotive Breath where another trail forks right. This will lead to the right end of the Upper Cliff. The easiest method to ascend or descend is by the right end.

 *The routes are listed from right to left.*

Loose Flake Polka 5.9 R/X *

Start 35 feet right of The Start. Ascend up face and slightly left to right end of ledge 15 feet off the ground. Move toward left end of ledge, then straight up on small pockets and flakes.

The Start 5.9- **

One of Pawtuckaway's nicest hand cracks. At the right end of the cliff is a right-slanting hand crack. Climb this strenuous crack to its end, step left to a ledge with a small tree and up easy groove to the top. A superb climb to practice jamming techniques. (You may wish you started elsewhere)

var: Stay in the line to the top of the cliff—a little harder.

Fantastic Face 5.10+ R/X **

Due to holds breaking off, this route has become harder over the last few years. Starts 5' right of Double Chin. Climb the overhanging face, staying right of Double Chin all the way to the top. Very popular.

Var: *Fantastic Face Left (a.k.a. Q-Tip) 5.11 (TR):* 2' right of Double Chin, climb straight up to the last moves on Fantastic Face.

Var: *Fantastic Face Right 5.11+ (TR) *:* Climb Fantastic Face for 7', then traverse right on sloping footholds to the thin seam. Follow this and fingertip buckets to the top.

Double Chin 5.6 PG **

Climb the crack behind the huge tree 12' left of The Start.

Diagonal 5.7+ PG/R *

To the left of Double Chin is a crack that diagonals left. Climb the face 6' left of the corner to good holds 10' up. Step up into the crack which is followed up and left. Tricky pro!

Var: *Direct Start 5.10- PG:* Start in corner to join regular route.

Kiddie's Korner 5.5

Climb the short crack and dirty corner 20' left of Diagonal.

Black Rhino 5.11+ (TR)

Climb the face 7 feet right of The Horn using much dynamics. (Holds have broken, possibly making it impossible ?)

The Horn 5.9+ ***

In a word: Superb! 20' from the corner to the left, starting out of a small roof, ascend the eye-catching, overhanging finger and hand crack. Not to be missed.

var: (ramp has been top roped)

Max Factor 5.11- PG *

An eliminate problem. Start in a short chimney 15' left of The Horn. Climb out the right-leaning finger crack to the top. Once you break right, using any part of the other cracks or the left wall with hands or feet will take away from the grade of the climb.

No Answer 5.6+ PG

Start the same as for Max Factor. Exit the chimney straight up via the large crack.

Obscene Phone Call 5.8 **

This route climbs the three parallel cracks just left of No Answer.

Short Stuff 5.6 PG

Ascend the short, off-width vertical crack 4' left of Obscene Phone Call.

The Great Chimney 5.2 PG *

Climb the obvious chimney with the chockstone at its top.

var 5.4: From 10 feet up The Great Chimney exit right along a large flake

Climber's Corner 5.10 PG *

10' left of The Great Chimney is a corner. Move up the corner to roof. Exit right and follow crack on the right wall to the top. Often wet.

Var: 5.9+ From the ledge half-way up the crag, climb the short left-leaning crack on the left-hand wall.

 Rescue Practice Face 5.12 (TR)

Five feet left of Climber's Corner. Hard.

 Bloody Fingers 5.9+ PG *

Ascend the first 10 feet of Wedged chimney. Step right to ledge on Rescue Wall face. Move right to small left facing corner with crack. Ascend crack and face above it to top.

var: Sausage Fingers 5.7+: From small left facing corner with crack move just right of crack to face of block. Face climb block up a few feet until it is possible to move left to face above crack. Climb face to top.

 Wedged 5.3

10' to the left of Climber's Corner, climb easy chimney.

 Bishop 5.7+ *

Thin crack on face, up left side of small turret, then back onto Wedged. Climb up crack in small left-facing corner.

 Rook 5.8+ PG/R *

Hand and fist to arête above rotted stump. Walk back toward Wedged, then up crack in small left-facing corner.

 Pawn 5.11- (TR)

Climb smooth, steep slab, on scalloped edges and dishes, heading toward small hemlock.

 Yellow Zonkers 5.8+ PG *

Left of Wedged and around the bend is a right-facing corner with a squeeze chimney. Squirm to the top of the pinnacle and face climb off.

 Bob Weir Can't Play 5.12- (TR) *

Four feet left of Yellow Zonkers.

 P.B.&J. 5.11- PG

5' right of Double Jam. Climb short, right-diagonaling finger crack.

 Double Jam 5.5 PG **

50' left of Yellow Zonkers is a corner with a crack in each wall. Climb up cracks and straight to top.

 Slap the Dolphin (a.k.a. Double Trouble Direct) 5.10+ (TR)

Climb the face 4 feet left of Double Jam.

 Whaleskin 5.11 (TR)

Climb the face 7 feet left of Double Jam to join Double Trouble at the crack.

 Double Trouble 5.8+ PG *

Start at large blocks 20' left of Double Jam. Ascend blocks and traverse right under roof to a thin crack behind large spruce which is climbed to the top.

 Twice the Trouble 5.3 *

Diagonal left up blocks and crack from the small tree at one third height of Double Trouble.

 Chamonix 5.9 (TR) *

Left 90' of Double Jam is an inside corner capped by a triangular roof. Chamonix climbs the flakes and face just to the right of the corner without using the arête on left.

var. Ska-La-Rock 5.11: Start 5 feet right of Chamonix and join it at double horizontal cracks.

 The Roof 5.7 PG **

Gain the corner, with difficulty, just left of Chamonix and climb up and out right end of roof. Popular.

var. 5.8+ PG: Climb out center of roof

Var: 5.7 PG: Climb up and out via left end of roof.

Var. 5.11+ (TR): Climb arête 3 feet right of The Roof.

 High Anxiety, (a.k.a. Silicon Shoes) 5.10+ (TR)

Climb the face 6' left of The Roof. Follow holds up and left to top.

 Big Bad Jam Crack 5.9 PG

Starts below Ms. PacMan. Move up 6 feet to ledge. Struggle up short, right-leaning hand-jam crack to hemlock tree and ledge. Ascend face behind tree to top.

Ms. PacMan 5.3

Climb large chimney behind large PacMan shaped block.

 Tramp 5.6 PG

Hand crack in rampy corner, partially choked with dirt.

 Chuck's Boulder

To the left of Ms. PacMan is a gully. At the bottom of the gully are several large boulders. Chuck's Boulder is shown in the diagram of the Upper Cliff - left side. It has two major vertical cracks and one horizontal. There are four problems with variations.

 Maxi-Grunt (a.k.a. Taco Bell) 5.8+ R ***

To the left of Ms. PacMan is a gully. At the top, right-hand side of the gully (above the Upper Cliff) is a large boulder-outcrop (about 15+ feet high) with an obvious flake on its left end. Scale the flake and then the face above through a shallow v-groove at the right end of the flake. Finish over the top with a nice mantle.

var Grunt & Groan 5.9- (TR): Start the same as Maxi-Grunt. Face climb left of the shallow v-groove, at $\frac{2}{3}$ height. Finish with another nice mantle.

 Desperate Depression 5.11 R **

Meanwhile, back on the Upper Cliff—begin 15 feet right of Far Out Jam. Climb into shallow, right-leaning open book. Move left onto flake (pro) in depression. Make long reaches to top.

 Far Out Jam 5.9 PG *

200' left of The Roof is a corner facing right. Struggle your way up to its top. Awkward.

*Var: 5.9 * Climb the left-arching flake on the right to join regular route.*

 Bean Pole 5.13- PG **

Ascend the striking, thin finger crack up gently overhung wall 5' left of Far Out Jam. *Was Aid Crack A2. Do not use pins if you aid this.*

*Var. Bad Man 5.12 PG * : Route right of Bean Pole. Start up Far Out Jam, traverse left on horizontal, then finish up Bean Pole.*

 Jump Dean, Jump 5.12 (TR) *

Begin five feet left of Bean Pole. Jump to a bucket. Finish up open arête.

 Another Thin Edge 5.11+ (TR) *

Start at small tree growing out of cliff, 20 feet left of Jump Dean, Jump. Follow right arching edge. Finish on Jump Dean, Jump.

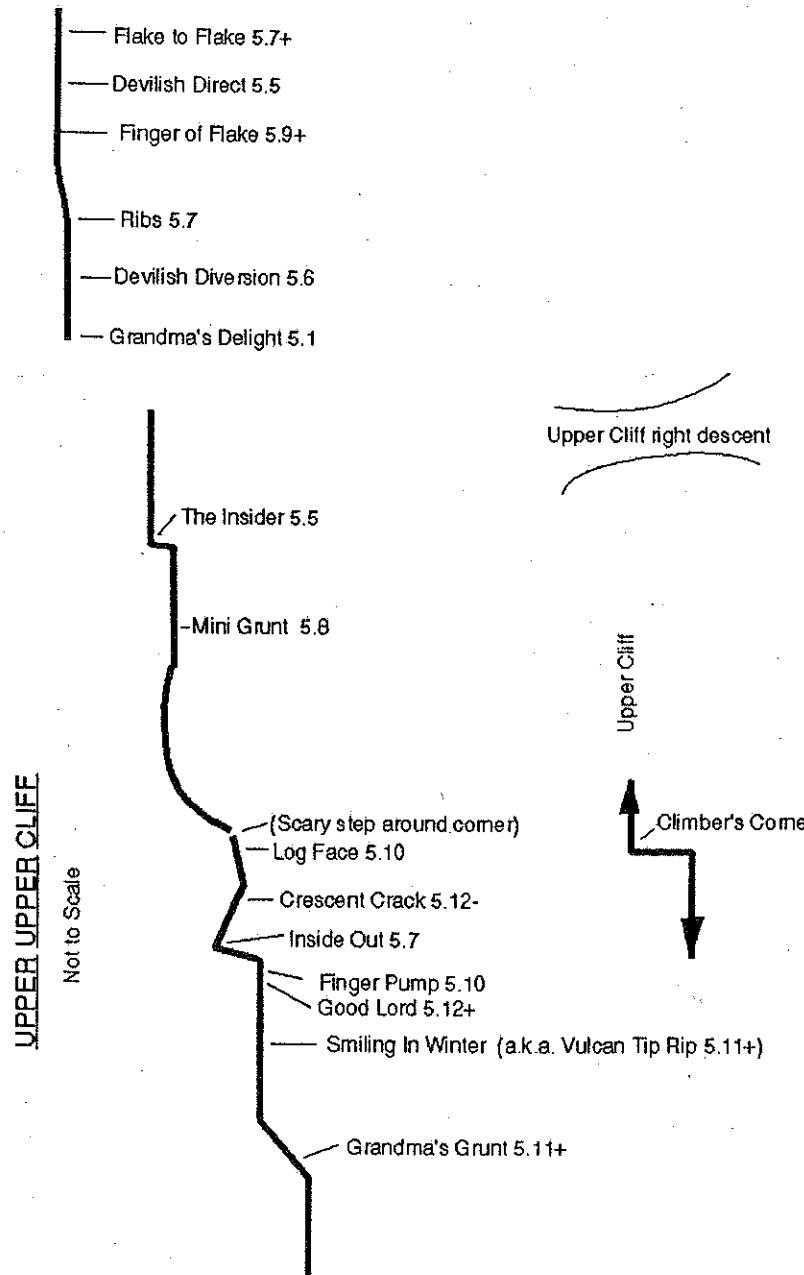
 Needles 5.6 PG

Route begins fifteen feet right of Friction Slab. Scale face to left end of large roof. Layback around end, onto slab.

 Friction Slab 5.1 PG *

Locate and scale the low-angled slab 50' left of Far Out Jam.

Note: Good bouldering can be found on the short walls to the left.

UPPER UPPER CLIFFS

To find the Upper Upper Cliffs follow the same trail as the Upper Cliff. Once at Upper Cliff, take the trail around the right end which leads to the top of Upper Cliff. Upper Upper Cliffs are located behind the right side of the top of Upper Cliff. The climbs on these walls are very short and possess many variations, making it a good place to boulder.

The first two routes are found on the small wall just above of the top of the right descent from Upper Cliff. Roughly above Fantastic Face (Upper Cliff). The first two group of climbs are on small walls and do not have protection ratings.

These climbs are listed from left to right.

Mini Grunt 5.8*

At the left end of the short steep wall is an obvious flake. Climb this flake and face above.

The Insider 5.5

Climb a short inside corner 25 feet right of Mini Grunt.

The next climbs are located on an upper tier above and to the right of the right descent from the Upper Cliff. The first climb, Grandma's Delight, starts 85 feet right of The Insider.

These climbs are listed left to right

Grandma's Delight 5.1*

Start 85 feet right of The Insider. At the left end of the upper tier, climb an easy crack to its top.

Devilish Diversion 5.6 *

Climb to a horizontal ledge $7\frac{1}{2}$ ft. off the deck and undercling off and around to the right.

Ribs 5.7

12 ft. right of Devilish Diversion, climb a small nose.

Finger of Flake 5.9+

6 ft. left of Devilish Direct. Climb difficult face on rotten and loose flakes.

Devilish Direct 5.5

Ascend the crack at the right end of the wall.

 Flake to Flake 5.7+

Ascend the face 7 feet right of Devilish Direct on rotten and crumbly flakes.

40 ft. left of the Mini Grunt wall, make a scary step left, around a corner (above Climber's Corner on the Upper Cliff), to another short, steep wall. Great bouldering.

 These climbs are listed right to left.

 Log Face 5.10 PG

This route climbs the face at the right end of the wall between the 4th class corner with the tree on the left and the nose of rock on the right. Climb straight up face without using the arête on the right.

 Crescent Crack 5.12- PG**

Climb the left-slanting crack leading to the large, right-facing corner. Short and to the point. Finish up Inside Out.

 Inside Out 5.7*

Climb the short, prominent, right-facing, inside corner.

 Finger Pump 5.10 R*

Ascend the face and arête left of the corner.

 Good Lord! 5.12+ (TR)

Face climb to the right of Smiling in Winter. Start just left of Finger Pump. Traverse left at horizontal to crack through roof or go straight up.

 Smiling In Winter (a.k.a. The Vulcan Tip Rip) 5.11+ R**

Ascend the face 10 ft. left of Finger Pump at an orange streak running down the steep wall. Thin and delicate.

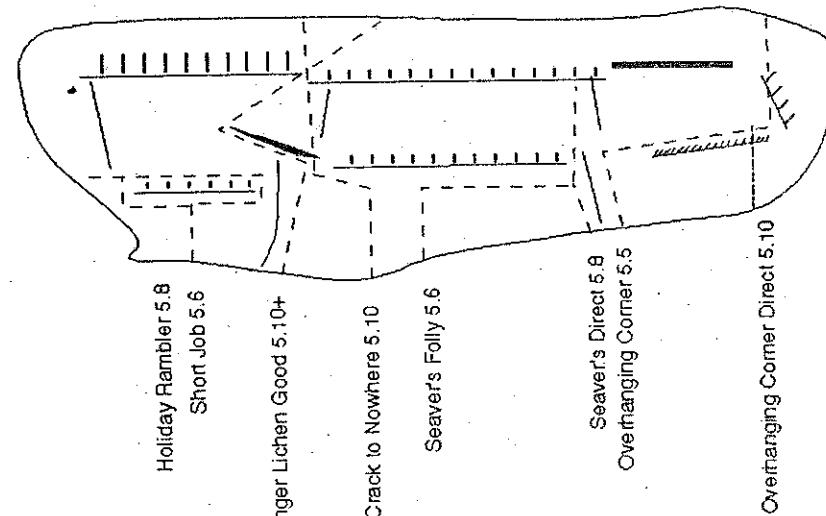
 Grandma's Grunt 5.11+ *

Climb the short steep finger crack on the left end of the adjacent wall behind a small pine tree. A classic boulder problem.

LOWER CLIFF

The Lower Cliff is about 45' high and can be easily identified by its large roof systems. The climbing here, although not as popular as some of the other areas, is definitely worth a visit. If you enjoy cranking roofs, steep face and cracks, then you'll find a few things to climb at the Lower Cliff.

It can be found by following trail from Round Pond, continuing past the Lower Slab along the bank of the pond until it is necessary to crawl through boulders. Once through these, the Lower Cliff can be seen just off the trail on the right.



 Climbs are listed from left to right.

 Holiday Rambler 5.8 PG

Start 18 feet left of Short Job. Climb short overhanging-corner to low angled dikes and crack. Walk off left.

 Short Job 5.7 PG

In the middle of a short, steep wall at the left side of the cliff, climb a thin crack until under a small roof formed by an overlap. Traverse off right or left under the roof to a ledge. Walk off left.

var: 5.8 PG/R: Starting 10 feet left of Short Job, move up and right along flakes to join regular route at overlap.

Finger Lichen Good 5.10+ PG *

Start 35 ft. right of Short Job on a steep face with an old $\frac{1}{4}$ " bolt in the middle of it. Climb the overhang directly under the bolt. Face climb past the bolt to the low-angled slab above. Traverse right and finish on Crack To Nowhere.

Crack To Nowhere 5.10 PG **

25 ft. right of Finger Lichen Good, climb block and thin crack to slab. Traverse left 15 ft. to an obvious crack which splits the left end of the roof above. Continue via crack to a ledge on the left and out a 2nd roof and crack to the top. Very tricky.

var. Definitely Burning 5.7 PG: Continue traversing past roof and small birch until a traverse right can be made. Continue right until below 2nd roof of regular route. Continue traversing right to the top.

Seaver's Folly 5.6 PG ***

Start in a thin vertical crack 4 ft. to the right of Crack To Nowhere under the center of a large roof. Up crack and flakes to roof, hand traverse 25 ft. right to a break in roof. Exit right and up face above. This is a classic for its grade. Bring large pieces.

Seaver's Direct 5.8 PG *

About 30 ft. right of the regular route is a thin crack under the break in the roof at the end of the Seaver's traverse. Climb the face to a crack through a break in the roof.

Overhanging Corner 5.5

Same start as Seaver's Direct. Climb face, then step off right to a ledge. Traverse right to an overhanging corner.

Overhanging Corner Direct 5.10 PG

Under an overhanging bulge, make a very long reach to a good hold over the bulge. Struggle to get standing, then finish up the corner.

*Var. Overhanging Coronary 5.10 PG *:* Follow Overhanging Corner Direct to an awkward stance under a small roof formed by a jutting block with a crack splitting it. Struggle up the crack to top.

Overhanging Corner Right 5.5

Climb right of Overhanging Corner Direct to a block 5 feet up. Traverse 10

ft. left, under Overhanging Coronary, to the corner and top.

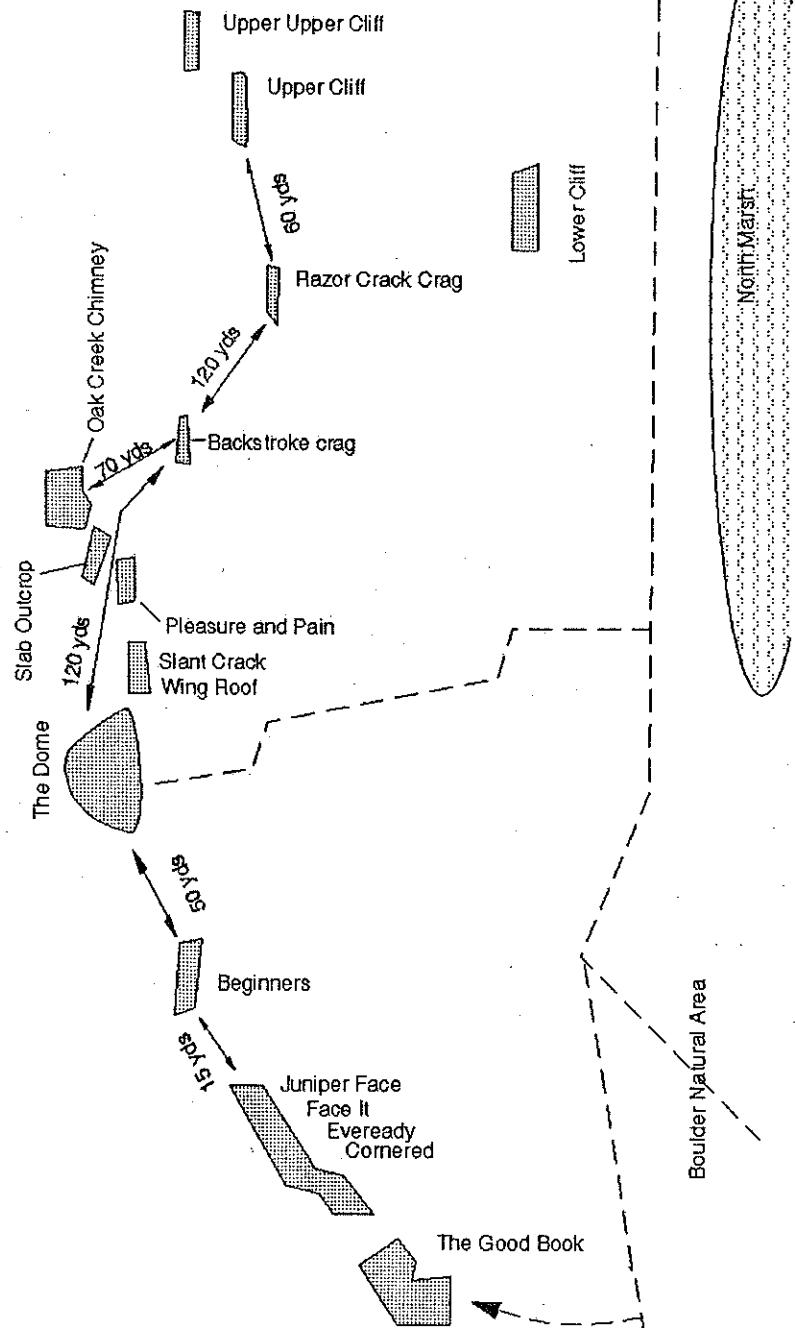
Double Crutch 5.9

Around the corner on a right-facing wall, climb a short crack leading to a horizontal crack heading out left.

Alive and Kicking 5.11 PG **

Around the corner and up the hill 50 ft. from Overhanging Coronary is another large roof 15 ft. off the ground with a flake coming out of it. Start at the right end of the wall. Traverse left under the roof to start of the flake. Move right out flake to its point. Continue straight up from the point, then finish on easier face above. Requires power moves.

var: Donald Duck's Birthday 5.10+ PG: A variation of Alive and Kicking. From the point of the flake, mantle up using a small tree for help. Finish on easier face.

SMALL WALLS AREA

The Small Wall Area can be found starting from the Boulder Natural Area. From the trail leading to and continuing past the Boulder Natural Area to Devil's Den, break right at the Boulder Natural Area and bushwack 500 ft. into the woods. Scramble up slabs and ledges to get to the climbs. The routes in this area are spread out and may be hard to find. They are short and make great bouldering. There are four small walls. The center wall is the dome seen on hill on the way in. The Backstroke Crag is 120 yards right of The Dome, just below the top of the ridge and above and left of the lower cliff.

The following crags, boulders and routes are listed from far right to left from the Upper Cliff.

Razor Crack Crag is located 70 yards left of and slightly downhill from "Friction Slab" (route on Upper Cliff) along to same cliff band as the Upper Cliff.

Razor Crack 5.10+ PG *

Ascend up mossy slab to a sharp, left-leaning crack. An ultra thin crack. (Bring many tiny wires.)

The next routes are on a small crag 200 yards left of "Friction Slab" (route on Upper Cliff), 120 yard left of and uphill from Razor Crack. On the same ridge.

Backstroke 5.10+*

Up sandy cracks, then over roof.

Sneaker Crack 5.8+ PG *

Up same sandy cracks to roof to place pro under roof. Down climb to horizontal, then, climb over horizontally jammed block to left leaning flakes and top. (Big pieces needed.)

Monkeying Around 5.10 PG/R

Start 15 feet left of Sneaker Crack. Climb wide shallow crack to horizontal, then face on left to top.

The Oak Creek Chimney outcrop is located 70 yards to the left of and uphill from the Backstroke Crag.

Getting Smaller 5.8 PG

A nice off-width, 4 feet right of Oak Creek Chimney.

 Oak Creek Chimney 5.5 PG

Climb the nice chimney in fractured block

 Slab Crack 5.4

Climb the short crack in the middle of outcrop, between Oak Creek Chimney and Pleasure and Pain crag.

The Pleasure and Pain outcrop is located downhill and slightly left of the Backstroke Crag.

 Pleasure 5.3 *

A beautiful, thin hand-crack at the top right end of an outcrop.

 Pain 5.5

Ascend an inside corner 15 feet left of Pleasure.

Wing Roof outcrop is located just below and to the right of The Dome.

 Slant Crack 5.5

Start at the far right end of ledge just below and right of The Dome. Begin climb in a very small dish. Follow a left-traversing crack for twenty feet. Climb crack past small flake to slab above. 35 feet.

 Wing Roof 5.8 PG

Fifty feet left of and down a short ledge from Slant Crack is a slab which leads to a small steep wall capped by a jutting block (in the shape of a wing) forming a roof. Move up the slab to a crack under the roof and out left to its top. 40 feet.

var. 5.10+: Mantle the very tip of the point.

 Right Talon 5.9+ PG

This is the right crack in amphitheater 15 feet left of Wing Roof and right of a small cedar tree. Mantle at the horn, then up easy slab to the trees.

var. 5.10+: Same—but don't use the tree!

 Left Talon 5.7+ PG

Climb crack in left facing corner 4 feet left of Right Talon.

 Boneless Breast 5.10 (TR)

Ascend arête 18 feet left of Left Talon. Climb left side of "Z" shaped arête, trending right and finishing at top of Left Talon crack.

The next routes are located on Dome Rock on a higher ledge fifty feet left of previous climbs on a slab made up by big blocks.. It is best to approach the ledge from the right. Many variations of the following climbs are possible.

 Half Moon Crack 5.7 PG *

At the right end of the ledge climb a right-leaning crack 12 ft. to a stance. Then up short, left-leaning crack to a slab. Then a crescent moon formation, and the face above it. 55 feet.

 Another Face 5.7+ R *

Move five feet left of Half Moon Crack. Face climb up slab to small bulge. Move over bulge on flakes and face hold past a pine tree and up face to the top.

 Pine Tree Crack 5.5 PG *

At the left end climb a short, steep crack to a tree. Walk off left. *Var. Direct Finish 5.7-:* From the tree, continue up slab to small overlap. Then over this and straight up the upper slab to the top.

200 feet left of Dome Rock, on top of the ridge, is a large rock with good, high bouldering.

The rest of the routes are located on the left end section of wall which is slightly downhill and 50 yards left of The Dome (uphill and across from The Boulder Natural Area).

 Beginners 5.3 PG*

Downhill and about 150 ft. left of previous climbs, on the right side of the next wall, Climb a short, low-angle crack behind a small pine tree. Start on top of a small block.

 Juniper Face 5.9 (TR) *

Fifty feet left of Beginner crack, and twenty feet up is a flake with a small Juniper tree growing out of its base. Move up on left side of flake, past a steep bulge on small flakes and face holds to the top.

Face It 5.10 (TR) *

Ten feet left of Juniper Face is another small flake forming a short three foot corner eight feet up a shallow groove. Climb flake and groove to the top.

 Eveready 5.11+ (TR)

Five feet left of Face It. Climb up to a tiny crescent roof. Face climb past the roof, then on to the top.

 Cornered 5.7- *

Ten feet left, from a small ledge, climb an inside, right-facing corner with a crack in it.

 Overhanging Arête 5.11- (TR) *

Ten feet left, around the nose from the Corner, is an overhanging face with many crumbly flakes on it. Climb up past horizontal crack, located 5 ft. up, and overhanging face on crumbly flakes to the top. Try to avoid escaping to the ledge for a rest. A good finger workout.

 Fingers of Fire 5.12- (TR) *

Start right of oak. Climb up overhanging face, left of arête for that ultimate pump.

 Abomination 5.8+ R

Scale the face thirty-five feet left of Overhanging Arête and five feet right of The Finger Crack. Move over a bolt that should not be there.

 The Finger Crack 5.7 PG **

Start forty feet left of Overhanging Arête. Climb a thin crack to the top of the boulder. Scramble down to the right.

 Grungy 5.6 PG

Fifty feet left of The Finger Crack are two dirty corners. This route climbs the one on the left. Ascend the crack and corner, then past blocks to the top.

 Moss Crack 5.4

Begin twenty feet left of Grungy. Climb the dirt-filled crack past a Juniper tree and up slab above.

 Finger Joy 5.7+ *

Climb the finger crack thirty feet left of Moss Crack without using the pine tree.

Note: There is some excellent slab bouldering just left of Finger Joy.

 Workout Crack 5.9+ PG

Downhill and left, eighty-five feet from Finger Joy is a fist crack in a corner leading to a V-groove with pine needles and a large pine at its top. Climb this.

 Knobs and Dishes 5.10 (TR)

Start 10 feet left of Workout Crack and above a short mossy slab.. Move left, across a steep face into a large depression. Now, climb straight up from the right side of the depression.

 The Good Book 5.8- *** PG/G

Ten feet left of a small cave is a beautiful inside corner. Climb the corner past one small juniper tree to its top. One of the nicest pitches at Pawtuckaway. (Bring many medium size pieces for protection.)

Var. *The Binding 5.9- (TR)*: Start at The Good Book. Then traverse out right and climb the arête which rejoins the Good Book at the top.

YOUR NOTES**BOULDER NATURAL AREA**

The Boulder Natural Area is the largest boulder collection in the park. Many planned trips to the cliffs have not been completed because individuals stayed too long in this boulder field. One problem always led to just one more, and before you know it the day past by and all you have to show for it is blown forearms and sore fingers.

The area is well shaded by the hemlocks, which are so plentiful throughout the park, making many enjoyable areas for bouldering out of the sun.

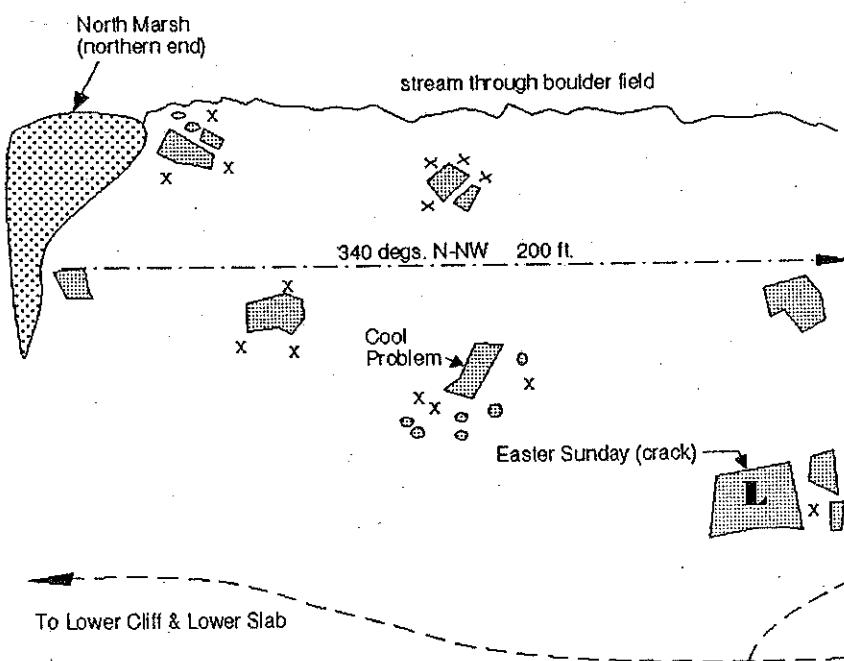
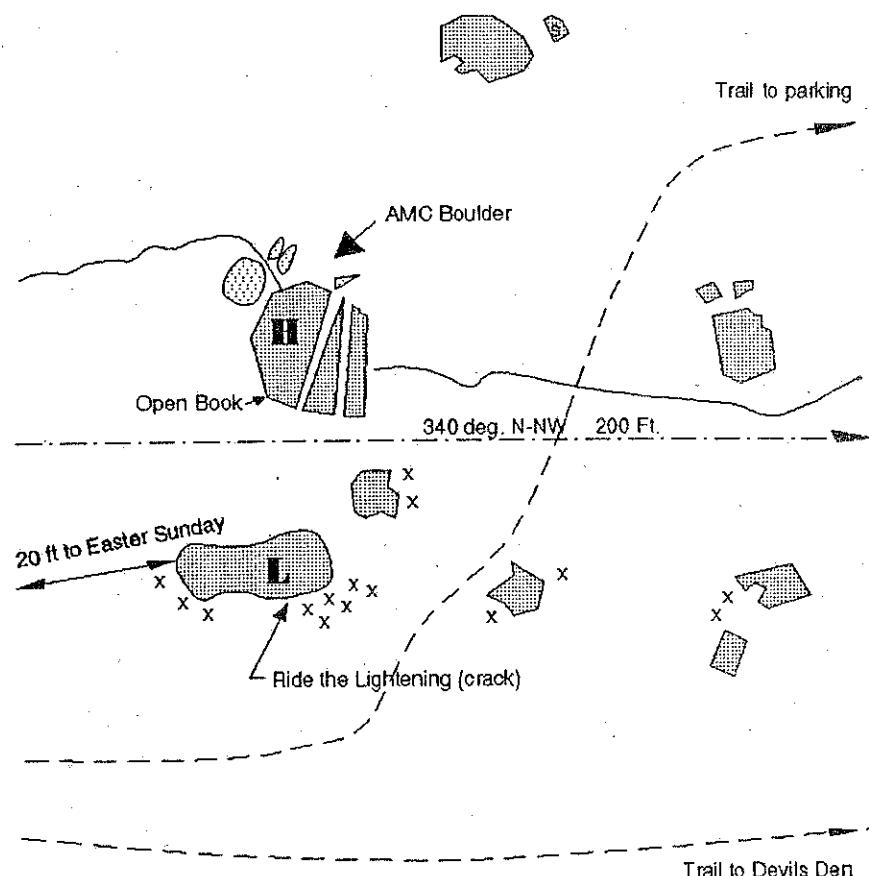
The easiest way to locate this area is to park at the rotting log with "Boulders" carved into it. This log is passed when entering the park from route 107 and traveling to the Round Pond parking area. The rotting log with "Boulders" carved into it blocks an old road, which is followed for a short, enjoyable walk right into the middle of the boulder field.

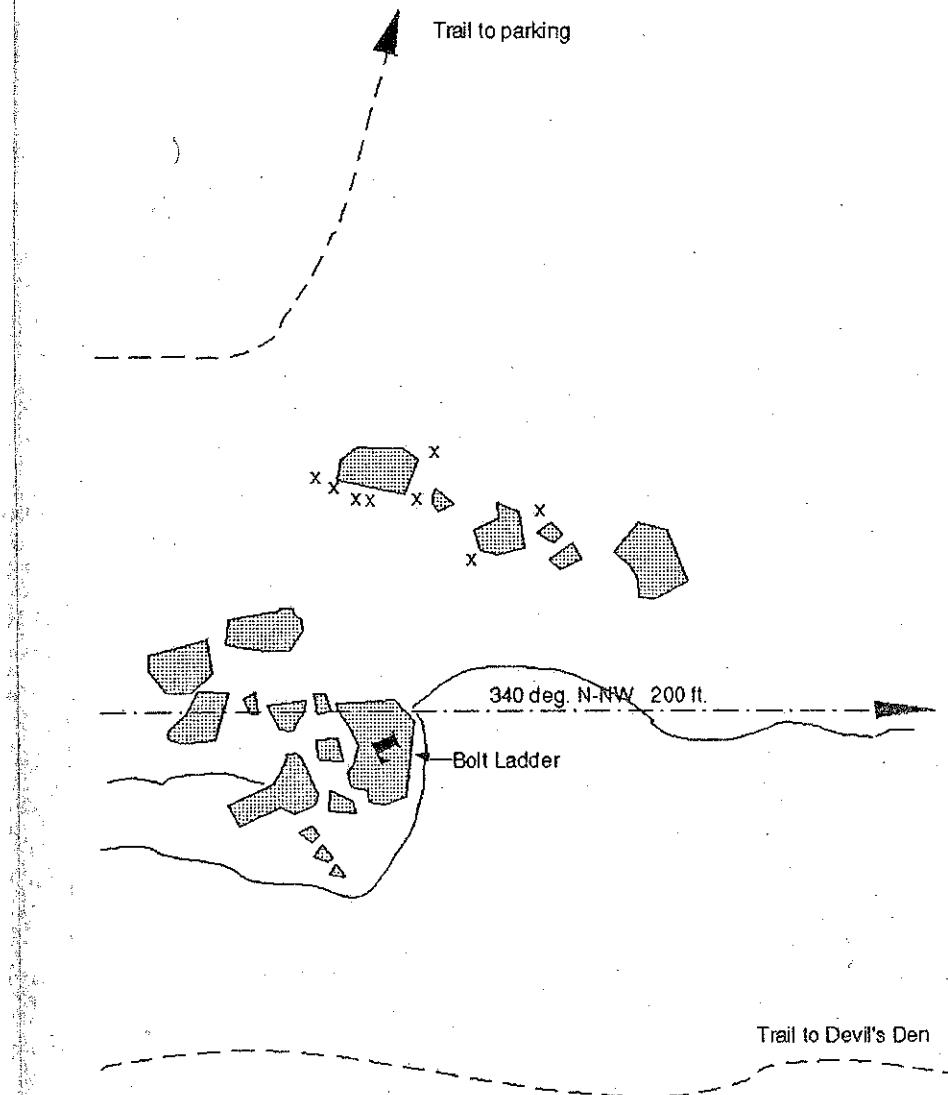
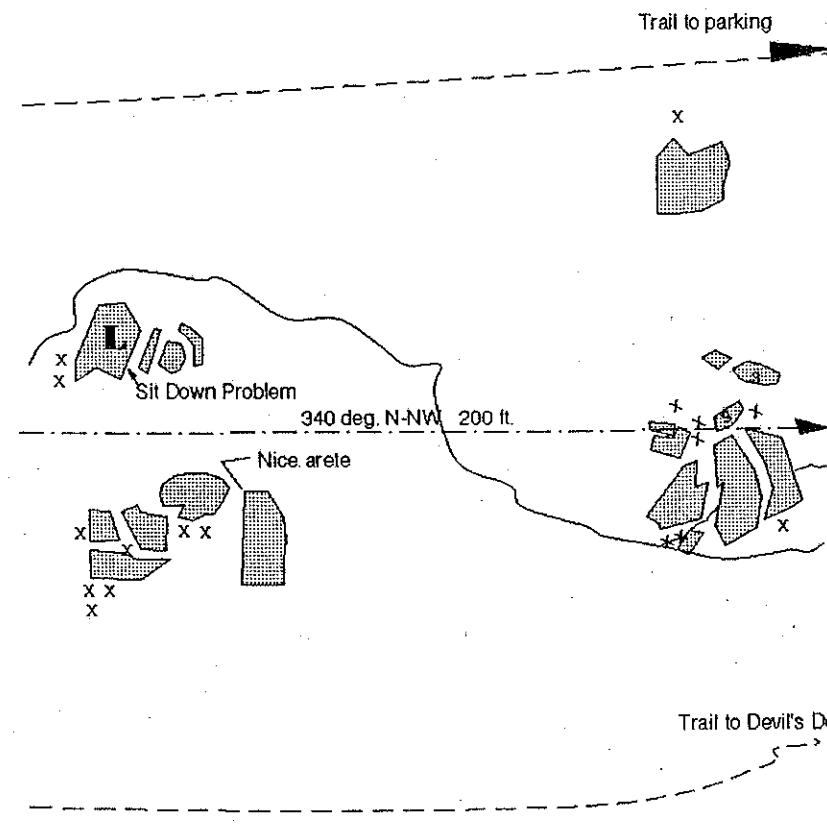
This area can also be reached from Round Pond by following the same trail that leads to the Lower Slab and Lower Cliff. This trail originates on the left side of the Lakeside Jam area. Follow this trail along the bank of the beaver pond, passing the Lower Slabs and then the Lower Cliff (both on your right) to the Boulder Natural Area (on your left).

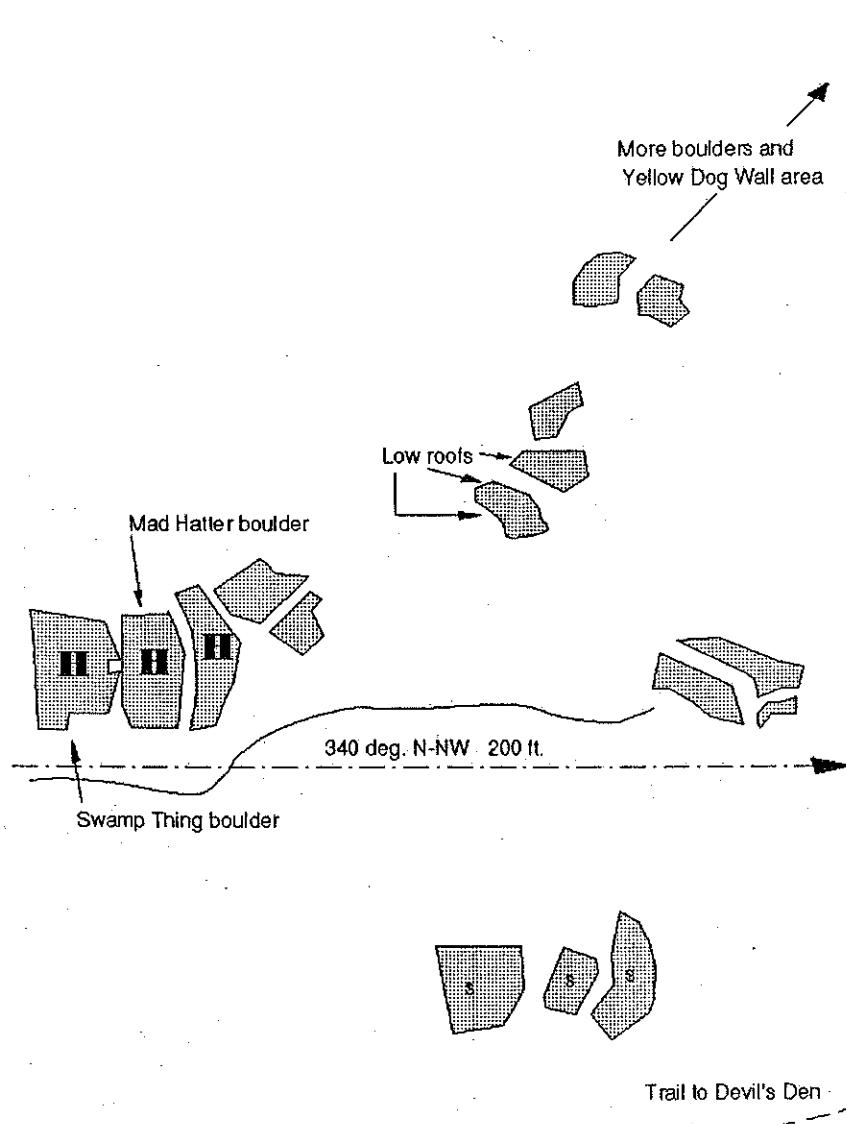
Many problems have been done on about $\frac{1}{2}$ of the boulders, especially the more prominent boulders and problems south of *The Bolt Ladder*. This leaves a lot of new possibilities.

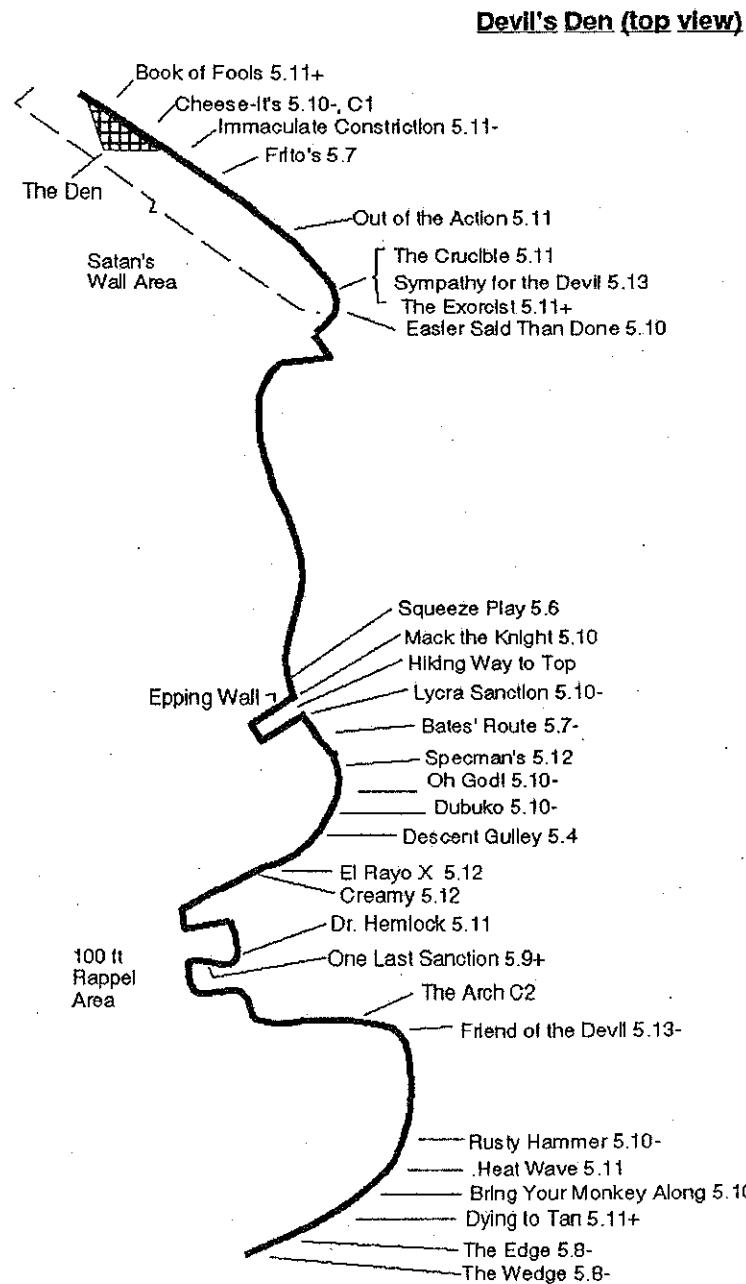
Boulder Natural Area

Not to scale.
 Distances are approximate
 X = trees near boulders
 H = Huge: over 20 ft high and massive
 L = Large: 15 to 20 ft high
 S = Small, insignificant boulder

*Boulder Natural Area*



YOUR NOTES

DEVIL'S DEN

Devil's Den is one of the largest walls in the park. The area is a long section of broken up walls with a very large selection of moderate to very difficult climbs—from steep faces to overhanging hand cracks. This is a great place if you are looking for HARD! The fastest way to the cliff is to park at the spring by the rotting log with the "BOULDER" sign carved into it. Pass over log and follow an overgrown road, passing through the Boulder Natural Area, to a junction with another trail. From here, take a left (a right will take you to Lower Cliff and Slabs) and follow white blazed trail for a short distance. The cliff is found up hill on your left—just a few paces off the trail.

The routes are listed from far left to far right.

Never Yield 5.7 *

Start at right facing corner at crest of the left gully, up and left of Wedge. Climb the short, low angled corner.

Wedge 5.8- PG

At the very left end and up a hill is a mossy cave. Climb up chimney to a belay under a chockstone. Climb out and right (crux) and up face to top.

The Edge 5.8- PG ***

Best if done in two pitches. Start the from the same point as the Wedge, but face climb up and right, past a horizontal crack. Climb up a curving flake to a spike of rock. Belay on one of the ledges on your right. Climb a crack straight up (5.8-) or traverse right 10 ft. and climb up a corner until a long, horizontal traverse left is seen. Climb this traverse. Finish up easier low-angle arête to the top.

*Var: Morning After 5.8+ PG/R ***:* From the beginning of the long horizontal traverse left, climb straight up the face to the top.

Var: Flaky 5.9+ R: Climb shaky flakes 8 feet right of Morning After.

*Var: Short and Sassy 5.10 (TR) *:* On top rope, ascend the face between Flaky and the Easy Finish

Var: Easy Finish 5.7 R: Traverse right ten feet and climb up a corner. Continue traversing right to a lower angled, left-facing corner. Ascend up to top.

Dying to Tan 5.11+ (TR)

Route starts 25 feet left of Bring Your Monkey Along. Move up and right, across the steep wall until you can exit straight up.

Bring Your Monkey Along (a.k.a. Home Base) 5.10 PG

This ascends the overhanging crack to the left of Heat Wave. Climb up crack to a block forming a finger crack at its right side. Follow the finger crack and finish the same as Heat Wave.

 Heat Wave 5.11 ***

Fifty feet right of and downhill from Wedge is a beautiful, left-leaning handcrack starting in a cave. Start on block. Ascend up crack past blocks to face and corner and top. A must if in the area.

Var: Maximum Heat 5.12- PG *: Start lower (do not use block to start).

 Rusty Hammer 5.10- * PG

Easier to do in two or three pitches. Around the corner and twenty feet right of Heat Wave is a right ascending crack. Climb the crack to a step right and a sloping ledge, then struggle up difficult flared corner to its top. Step left (awkward) and climb corner and face to the top.

Var: Hammered Fist 5.9+**: Climb the beautiful fist crack on the right (at $\frac{2}{3}$ height) to the top (large nuts).

Var 5.8: Climb right leaning crack, above flared corner, to finish on Bowl Slave to the B Team by a large chockstone.

 Friend of the Devil 5.13- *** PG

Up the bank, fifty feet to the right, is a wall with a large roof just right of the corner on Rusty Hammer. Bring many finger-size pieces.

(P1) Climb the slab, moving from right to left, and belay.

(P2) Then up vertical crack to the roof (5.11). Ascend flare in the center of the roof and follow steep face to the top.

*Var. Bowl Slave to the B Team 5.11 * PG:* Climb the finger crack on Friend of the Devil to the roof. Traverse left under roof into v-corner. Follow corner to large block on top. Belay from nuts in block but down climb fifteen feet to belay stance. Rope drag can be a problem.

 The Arch C2

This left-leaning, bombay-flake and roof climb starts at the same place as Friend of the Devil. Climb up easy chimney to roof. Climb left, out roof, until a big break leads into a low angle, right-facing corner. Bring many extra large pieces.

 One Last Sanction 5.9+ PG

P1 Climb right-leaning chimney corner to low angle right-leaning off-width which is followed to main gully. Ascend another 40 feet of funky grooves to another clump of large trees—awkward belay.

P2 Scale cracks in right facing corner until you can move across the face to mantle on a slab. Clip bolt, then move up easy, dirty slab to the top. (Bring some extra large pieces)

 Dr. Hemlock 5.11 (TR)

Start on prow about 40 feet left of El Rayo X. Climb large gully left of prow to first clump of large trees. Move up steep wall just right of first clump of large trees. Ascend shallow cracks and corners up prow to either a nice crack or a partially detached, thin flake. Climb either one of these to the top.

Directions to place top rope: Hike 35 feet higher than start of Escape from San Quintan. Hike 70 feet left, doing one third class move. Then move down 15 feet to twin pines of unequal diameter. Set anchors from these and from a bolt 20 feet down the slab.

 Creamy 5.12 (TR)

Ascends thin, white dike up steep face 10 ft left of El Rayo X.

 El Rayo X 5.12- ** (TR)

Located uphill, 150-200 feet to left of Speckmans is an obvious clean arête. Layback the right face and nose with great difficulty to gain thin overhanging cracks in left wall. Continue up crack and left face using the arête to a good stance. Then up shallow dishes and face past three bolts. (The second half of this route is a good 5.11 lead, which is approached via a very short 5.8 handcrack.)

 Descent Gully 5.4

On the right of the 100 ft. Rappel Area is a twenty foot, right-diagonalling gully. When climbing beware of loose flakes!

 Dubuko 5.10- * PG

Continuing to the right, and just downhill from the Descent Gully is an obvious horizontal crack heading to the right, across the middle of the wall. Climb right, across the face until the route meets with Bate's route. Finish on Bate's route to the top or down climb to the ground.

 Oh God! 5.10- PG

Needs cleaning. Start 30 ft. to the right, and downhill from Dubuko. Ascend up dirty cracks, flakes and slab to join Dubuko at nose.

 Speckman's 5.12 *** PG

Twenty feet right of Oh God! is a beautiful, thin vertical crack. After many

attempts it finally went free and is now one of the best routes at its grade in southern N.H. To avoid further deterioration of the crack as a free climb, pitons should no longer be used for aid ascents of this route. (*Please leave resident pins in place!*) Climb the thin crack and face to a horizontal crack. Traverse off to the right, or, if feeling brave, climb face straight to the top.

Bates' Route 5.7- PG *

Up and to the right of Speckman's is a ramp. Move up ramp and face past jutting blocks to a belay on a large, flat ledge. Continue up and left to a groove and the top. This was the first route climbed at Devil's Den. It was named after Robert Bates, one of the early explorers of climbing in New England and author of K2 The Savage Mountain, who now resides in Exeter, N.H.

Lycra Sanction 5.10- PG

Uphill, thirty feet right of Speckman's. Climb face to a right facing flake, then left to the large corner above.

Hiking Way to Top (Class 2 or 3)

Climb easy gully, twice passing under large chock stones.

Mack the Knight 5.10 PG

On right end of Epping Wall. Start just after crawling through the cave. Step across the chimney which forms the trail onto the overhanging wall. Climb left-leaning crack and horns to horizontal crack which is followed off right to a ledge. Easier, licheny climbing leads straight up to the top.

Squeeze Play 5.4 PG *

Best chimney in Pawtuckaway. Start at bottom of right wall at entrance to Hiking Way to Top. Clamber up the obvious smooth chimney 80 feet to the top. For a second pitch, see Upper Devil's Den section, route Tighter (5.8-).

Easier Said Than Done 5.10 ** PG

Not to be missed. Move to a prominent buttress at the right end of the cliff at an arête. Ascend up the steep slab on the left side of the arête to a horizontal crack. Move right, then up arête to large sloping ledge. Traverse off left through the woods (not up bolts on the arête face).

The Exorcist 5.11+ ***

A Pawtuckaway classic, usually done in 3 short pitches. Start in the large corner and follow crack leading to the arête of Easier Said Than Done. Climb up the arête and face, past bolts to the top.

*var: Direct Start 5.11- * (TR):* Climb the crack just left of the regular start, then friction to join the regular route at the lip of the roof.

var. Flashing Flakes 5.11- (TR): An indirect finish to the third pitch of Exorcist. Ascend thin cracks and flakes 10 feet left of the arête.

Sympathy for the Devil 5.13 PG **

After many top roped rehearsals, this route is finally free. Start the same as for The Exorcist. At the lip of the overhang step right and climb past bolt in a groove to a vertical crack (seeps) which is climbed to the top.

The Crucible 5.11 PG

- P1 Free climb the first fifteen feet of The Exorcist until it is possible to exit right onto Sympathy for the Devil. Follow this for fifteen feet then move right along a thin horizontal crack to a small horn on an open arête. Down climb five feet to the top of a large boulder.
- P2 Climb first fifteen feet of Fritos outside of chimney until it is possible to exit left around corner to a sloping ledge (5.8-). Pine tree belay.
- P3 Walk up and left along ledge for 25 feet, then follow right-diagonal crack system (five feet right of a right facing corner) for thirty feet to the top. Aim for large tree hung up over the large pine tree (5.10+).

Out of the Action 5.11 R

Start 20 feet left of Frito's. The route climbs the shallow arête and face past two horizontals to a left-leaning hand crack under a block leading to a ledge. A better middle pitch to The Crucible.

Frito's 5.7+ PG

One hundred feet to the right of Easier Said than Done, and uphill, is a chimney. Climb 30 feet of blocky, flaring corners, move right 5 feet, then up chimney.

Immaculate Constriction 5.11- PG **

The route climbs the crack system high on the wall left of the Cheese-It's chimney. The route starts on a massive boulder left of the Den. Jam hand crack on outside of Cheese-It's chimney to a rest. Climb the obvious short crack past old raven's nest to the left-leaning, flaring chimney. Bring several large pieces.

Cheese-It's 5.10-, C1 PG

Ascend the next chimney system right of Frito's. Climb up the first 20 feet of Immaculate Constriction's hand-jam crack. Continue straight up flaring corners and chimneys until it is possible to exit left and aid to grassy ledges.

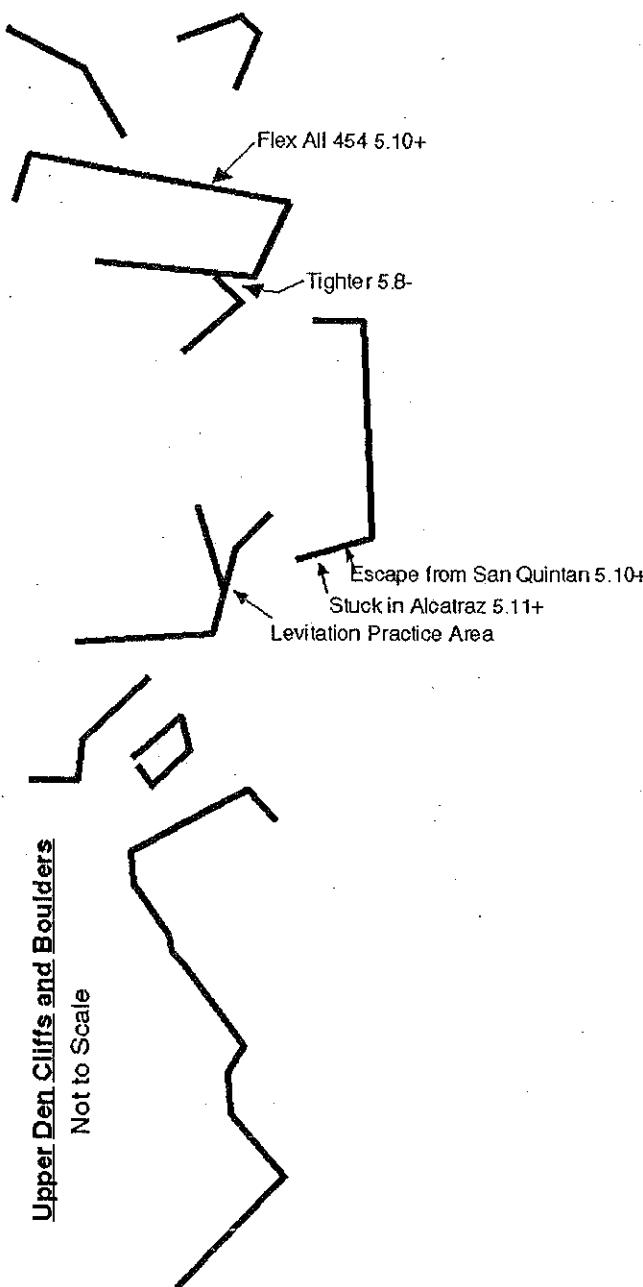
(The aid section will go free after some cleaning.)

Book of Fools 5.11+ (TR) ***

Five feet to the right of a huge cave (The Den) is a beautiful corner capped by a roof. Stem up corner to the roof. Exit right, under roof, and continue up a few moves. Then step left, with difficulty, and up face to trees. This climb offers superb stemming!

a.k.a. Ignorance is Bliss 5.9, A2: This climb has also been led at 5.9, A2 and called Ignorance is Bliss. Please refrain from placing and removing pitons on this route which was freed in 1983.

YOUR NOTES

UPPER DEVIL'S DENUPPER DEVIL'S DEN AREA

This area, of short walls and boulders, located on the top of Devil's Den's main wall, has plenty of opportunity for new routes and problems. Please report new route information as indicated at the beginning of this guide for inclusion in future issue. For clarity, try and identify new routes as being located "above" one of the existing routes on Devil's Den's main cliff.

 Stuck in Alcatraz 5.11+ (TR) *

Start: From the point where you come up from under the second chockstone on the Hiking Way to the Top, move left 10 feet and go 15 feet more up the hill.

Climb a 7 inch, left-facing flake, starting about 8 feet off the ground, straight up to the top, passing 3 horizontal breaks.

 Escape From San Quintan 5.10+ PG/R

Starting 5 feet right of Stuck in Alcatraz, Climb up 9 feet to a good bucket. Then traverse right, around corner, to a large corner which is followed to the top.

 Tighter 5.8- PG

A good second pitch to Squeeze Play. Start 30 feet right of, and 20 feet up from the point where you emerged from under the second chock stone of the Hiking Way to the Top. Climb short, flaring overhanging-corner (either inside the chimney or outside) to the top.

 Flex All 454 5.10+ PG

Start 30 feet right of Tighter. Up a slab and over a small overhang to striking left-leaning hand crack that leads into a flare. From the ledge a short face leads to the top.

YELLOW DOG WALL AREA a.k.a. First Walls

Located on the ridge to the left of Heat Wave (on the left end of Devil's Den) is a band of 6 short walls, or cliffs, twenty to thirty feet high. To find this area follow a faint trail left of Heat Wave, along the ridge. The walls will appear on the right. The area is broken up and may take some searching and scrambling to find. There are some routes that have been put up in very poor style in this area. Trees have been cut and faces have been bolted with too many bolts, and most of these bolts are poorly placed. It would have been better to top-rope most of these routes. However, even with all that, this area offers some good face and crack climbs.

The Yellow Dog area offers many new-route possibilities. When putting up a new route please respect the ethics of the Pawtuckaway Park area (see section in front of this book on ethics. To report new routes see information in front of this book.

 **Routes are listed left to right.**

The Anvil 5.11+ PG *

Ascend wide crack, fifteen feet left of The Knife, to a right traversing handcrack. (Many huge pieces needed.)

The Knife 5.8 R *

Start in the back of a bright yellow amphitheater. Ascend wide cracks past chockstone. Down climb to ground. Extra large pro needed.

Fleas 5.8+ PG

Start at the base of an arête 50 feet down hill from a large inside corner. The arête has a small triangular roof on it about 15 feet up. Move up the face and nose of rock past two bolts, stepping left at the second bolt. Continue up the face and arête to an overlap. Make difficult step up (scary) and continue over the overlap to large slab/ledge with two rappel bolts. (Or scramble/wander up and off to the right.)

Man's Best Friend 5.9-* PG

Uphill to the right of Fleas, on a higher ledge, 6 feet to the right of the large, right-facing, inside corner is a steep, bolted arête. Climb the poorly bolted face and arête to a ledge. Exit: Bad rappel! Scramble off right, over blocks and traverse right to ledges, or over overhang formed by large loose, leaning block (5.9+).

Old Yeller 5.6 R

Start in an inside corner to the right of Man's Best Friend. Then run it out on the face moving up and left to ledge. Exit same as Man's Best Friend.

Var: Walking the Dog 5.10 TR Ascends the face in a shallow scoop in the center of the face between Man's Best Friend and Old Yeller to join regular route.

Huckleberry Hound 5.9+ *

Start at shallow dish 8 feet right of Old Yeller. Climb past 3 bolts to overhang. Then one more bolt and crack to top. (Bring a medium to large Friend)

The next routes are found on ledges up and to the right of the previous climbs on obvious short, steep walls. On the left wall of the ledge that faces Devil's Den.

Sweet Gum 5.8-

This route follows the wide, left-curving crack above a large grassy ledge right of the previous two routes.

Sweet Beech 5.9-

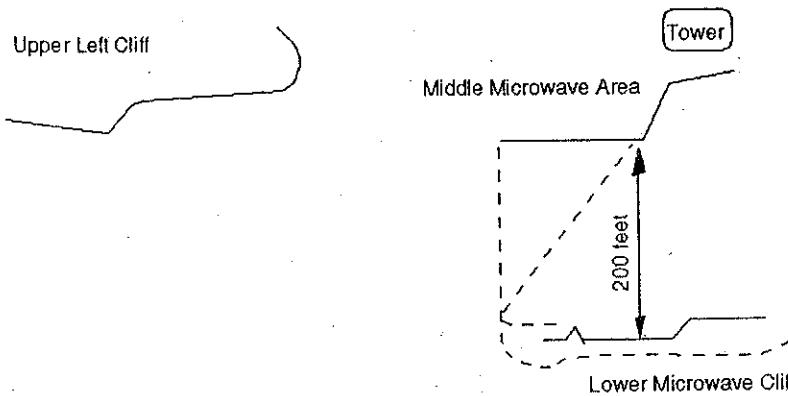
Ascend up the obvious left-leaning crack located on the left side of the steep wall, off a large ledge 15' right of previous route.

THE MICROWAVE AREA

The Microwave Area is made up of three short, steep walls twenty to thirty feet in height. It is a great place to climb on cool, sunny days. (A great place for early spring work outs.) The routes offer steep crack climbing at moderate to hard grades. Although the routes are short, the area is becoming very popular. There are two ways to get to the Microwave Area. One is from the parking area at the rotting log carved BOULDERS. Follow the road west (towards route 107 entrance) a very short distance to the point where the road makes a sharp left back up the hill. Bushwack up the steep hill on the right side of the road at the curve to gain the top of the ridge. Follow a faint trail along the ridge top off right for about ten to fifteen minutes of easy walking. The first short wall (Upper Left Cliff) will appear through the trees as the trail steepens. The Middle Microwave Cliff can be found a very short distance down and right from the Upper Cliff Area. To find the Lower Cliff, scramble down from the center of the base of the Middle Cliff and you will end up on top of the Lower Microwave Cliff. Or, facing out, scramble down and right, to the bottom of the left end of the cliff. It is also possible to get to the Lower Cliff from the left end of Middle Cliff. Follow an indistinct, steep trail down and left, through hemlocks, to the base of the Lower Cliff.

The Microwave Area can also be reached via a trail at the right end of Devil's Den. Follow the trail up a steep bank to the top of the Den, then along a flat ridge top until the trail climbs steeply to the reflector panel. Facing out from the reflector panel the cliffs are down and off to the right.

RELATIONSHIP OF CLIFFS TO EACH OTHER

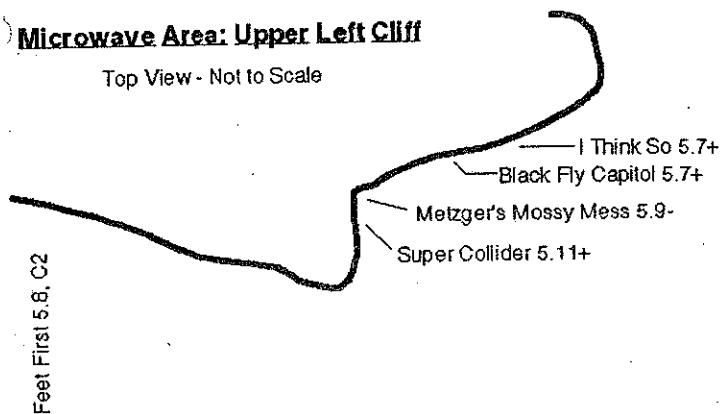


UPPER LEFT MICROWAVE AREA

This area is easily identified by the low roof at its left end.

Microwave Area: Upper Left Cliff

Top View - Not to Scale



The routes are listed left to right (facing the cliff).

Feet First 5.8, C2 *

Climbs out a low roof at flare, then up the crack.

Super Collider 5.11+* (TR)

This route climbs the left leaning, savage looking offwidth in the left wall of the right facing corner to the right of Feet First. So far it has only been lay-backed.

Metzger's Mossy Mess 5.9- PG

Around the corner from the roof and up on a ledge to the right is a short right facing corner. Start at the same place as Super Collider. Climb the corner on crumbly flakes to the top.

Black Fly Capitol? 5.7+ PG

Climb the corner fifteen feet to the right of Metzger's Mossy Mess.

I Think So! 5.7+

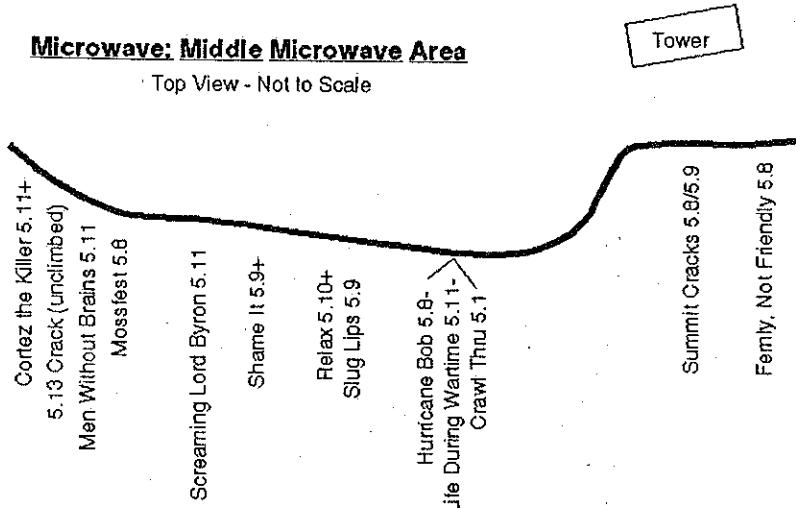
Climb the nice little crack ten feet right of Black Fly Capitol?.

MIDDLE MICROWAVE AREA

This area is a long, wall under the reflector on the top of the ridge. It offers high quality, steep routes.

Microwave: Middle Microwave Area

Top View - Not to Scale



 Routes are listed from left to right.

 Cortez the Killer 5.11+ ** PG

At the left end of the cliff, at a nose, is a six foot high flare with an overhanging crack coming out of it. After a few chimney moves climb the crack to its top. Great moves.

 5.13 Crack (unclimbed)

This stemming and crack climb is six feet right of Cortez.

 Men Without Brains 5.11* TR

Ten feet right of Cortez is a right-leaning ramp/corner. Ascend right, up the

ramp, to an awkward stance and a small roof. Climb straight through the roof to the top. Deceptive!

 Mossfest 5.8

Climbs dirty, triple cracks five feet right of Men Without Brains.

 Screaming Lord Byron 5.11 * (a.k.a. Barstool) PG/R**

Uphill and twenty-five feet right of Men Without Brains is an overhanging corner/flake whose start is ten feet off the ground. After a few face moves to gain the flake, make a long reach to a large knob (commonly known as Mr. Potato Head). Above this are three finishes. The straight up one being the most difficult and also the crux.

 Shame It 5.9+ PG

Climb the wide crack fifteen feet right of Screaming Lord Byron, on rotten rock, into a big groove and on to the top. (Large pieces needed.)

 Relax 5.10+ ** R

Twenty feet right of Screaming Lord Byron, as you continue up the hill, is another flake starting ten feet off the ground. This was formerly known as Put a Cliff Hanger On It. Mount up the face and flake to thin holds in a dike which are followed to the top. Remember to relax as you run it out to the top.

 Slug Lips 5.9 PG

Start as if for Relax in a right-leaning crack which is followed to a hole with a thin crack running out of it. Climb the arching crack to top of block. Jam the crack to the top.

The next three routes all start at the same place—15 feet right of Slug Lips.

 Hurricane Bob 5.8-

Climb into the left-leaning groove

 Life During Wartime 5.11- * PG

Climbs thin crack into a flared corner.

 Crawl Thru 5.1

Enough said!

Summit Crack 5.9

Start 40 feet right of Life During WarTime.

 Summit Crack 5.8

Climb crack 4 feet right of Summit Crack 5.9.

 Fernly, not Friendly 5.8

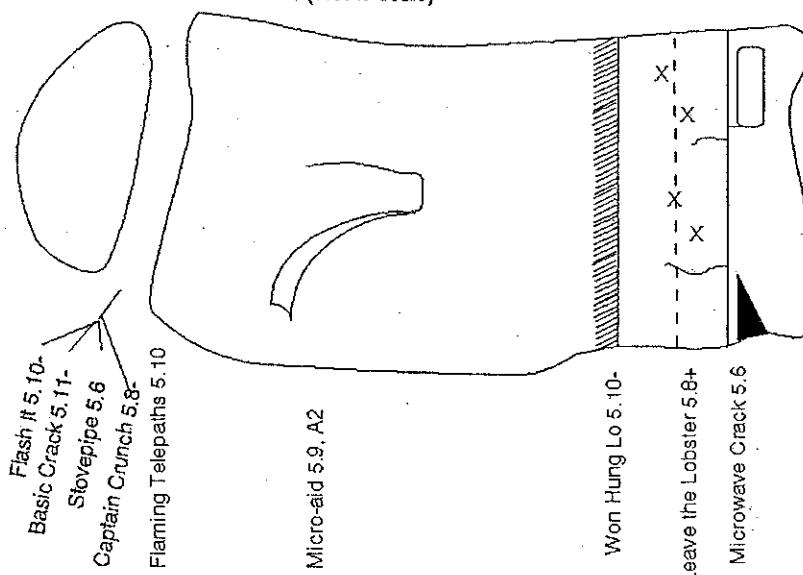
Ascend mossy inside corner, 20 feet right of Summit Cracks.

 Slabular Silver 5.6 R

This long slab pitch is basically a one move wonder. It is located 100' right of Microwave Crack, but is best approached by traversing left from the trail coming from the top of Devil's Den and below the Microwave Tower.

LOWER MICROWAVE AREA**Lower Microwave Cliff**

(Not to scale)



Routes are listed from left to right.

At the upper left end of the Lower Microwave Cliff is an alcove with 5 routes inside it.

 Flash It 5.10- *

Climb the left most diagonal crack.

 Basic Crack 5.11- PG

The crack with a wide spot, 8' right of Flash It.

 Stovepipe 5.6 PG

The flared chimney/crack 50 feet left of Micro-Aid in the back of the amphitheater. Climb to a mossy mantle on the left.

 Captain Crunch (a.k.a. Munch-a-Bunch) 5.8- * PG

Climb Stovepipe then continue up right wall on thin side pulls.

 Flaming Telepaths 5.10 PG

This route ascends a crack on an arête at a point where the alcove drops off to the main cliff. There are three finishes: left, straight up or traverse right and then up.

 Micro-aid 5.9, A2+

P1 Move up the right-slanting, open dihedral to roof. Traverse right, out roof until it is possible to break through to a sloping ledge.
Possible (and probable) belay with hard to get anchors.

P2 Ascend short overhanging break to top (5.9)

 Won Hung Lo 5.10- PG

Climb the main right-facing corner about 25' right of Micro-Aid to a hard finish and grass mantle.

var: 5.8- PG: Traverse right from half-height to either Leave the Lobster or Microwave Crack.

 Leave the Lobster 5.8+ * PG

Scale the face 6' left of Microwave Crack. Bolts and gear.

 Microwave Crack 5.6 **

Climb the long crack 30' right of Won Hung Lo using both cracks at the

bottom.

var 5.5: At the horizontal break halfway up Microwave Crack, traverse 5 feet right and move up the top face of Stegosavius.

Stegosavius 5.7 PG

Start at the face, right of the pillar, then ascend straight up to join the 5.5 face variation of Microwave Crack.

SUNSHINE WALLS

The Sunshine Walls are two short rock tiers, each twenty to thirty feet in height. (There are three rock tiers, however, the lower tier does not have any good routes.) They are located on the southwest face of Middle Mountain. This area offers short crack and face climbs at moderate grades and it is a good place to avoid the crowds. The best way to locate the cliffs is from the Rt. 107 entrance.

Follow the signs to the fire tower. At .3 miles from the T-junction, where a left turn was required, is a small turnout on the right for one car. (If you drive to the fire tower parking area you have gone .3 mile too far. The fire tower parking area is .6 miles from the T-junction.) To locate the walls, walk $\frac{1}{4}$ mile straight into the woods from the turnout (toward the ridge on the left side of the road). The tiers will appear directly ahead on the hillside.

There appears to be many new route possibilities in this area including some excellent bouldering.

 Routes are listed from left to right.

LOWER TIER

No routes - not a good climbing area.

MIDDLE TIER

Jam It 5.8 * PG

Climb the right-slanting crack at the left end of the wall behind a large stump.

Filthy Ankle Biter 5.5 PG

Ascend the obvious blocky twin corners in the center of the wall, twenty feet right of Jam It.

Flaky Jake 5.8+ * PG

Ascend the obvious crack in the center of the wall, twenty-five feet right of Filthy Ankle Biter.

Crack Allergy 5.9- * (TR)

Face climb the short open groove between Flaky Jake and Creatures of Love.

Creatures of Love * 5.9- PG

Struggle through a short v-groove, then up crack and dike—fifteen feet right of Flaky Jake.

The next routes are on a large boulder 15 to 20 feet right of Creatures of Love

Awkward Crack 5.5 PG

Start fifteen feet left of Creatures of Love—climb the right-leaning ramp.

Cedar Crack 5.9 * PG

Begin twenty feet right of Creatures of Love. Climb the crack behind the Cedar tree without using the tree.

UPPER TIER

The next group of climbs are found on the Upper Tier which is located just above the middle tier.

Cuticle Crack 5.11- * PG

This climb ascends the short, thin finger crack on the left end of the wall.

Barf! 5.8 PG

Begin 20 feet right of Cuticle Crack. Move up the crack in the center of the wall under the large pine.

Albino Meatloaf 5.9+ ** PG

100 feet to the right of Barf! is a large boulder forming a roof. Start on the right side of the boulder-roof at a large left facing corner. Climb corner to roof, traverse right to the nose, surmount roof and finish up the face above.

Routes by Difficulty Rating

5.1 - 5.4

- Scramble-Rama 5.3 PG 14
- Left Chimney 5.4 PG/R 16
- Right Chimney 5.3 PG 16
- Roadside Chimney 5.4 PG * 17
- Summit Chimney 5.3 PG/R 17
- Wankei's Away 5.2 19
- Flake Route 5.4 ** 21
- Pete's Tree 5.4 * PG 21
- The Great Chimney 5.2 PG * 27
- Wedged 5.3 28
- Twice the Trouble 5.3 * 29
- Ms. PacMan 5.3 30
- Friction Slab 5.1 PG * 31
- Grandma's Delight 5.1* 33
- Slab Crack 5.4 40
- Pleasure 5.3 * 40
- Beginners 5.3 PG* 41
- Moss Crack 5.4 42
- Descent Gully 5.4 55
- Squeeze Play 5.4 PG * 56
- Crawl Thru 5.1 67

5.5 - up

- Center Chimney 5.5* 16
- Clington 5.5 PG 21
- Kiddie's Komer 5.5 27
- Double Jam 5.5 PG ** 29
- The Insider 5.5 33
- Devilish Direct 5.5 34
- Overhanging Corner 5.5 36
- Overhanging Corner Right 5.5 36
- Oak Creek Chimney 5.5 PG 40
- Pain 5.5 40
- Slant Crack 5.5 40
- Pine Tree Crack 5.5 PG * 41
- Filthy Ankle Biter 5.5 PG 71
- Awkward Crack 5.5 PG 72
- Beginner's Route 5.6 ** PG 22
- Double Chin 5.6 PG ** 26
- Short Stuff 5.6 PG 27
- Tramp 5.6 PG 30
- Needles 5.6 PG 31
- Devilish Diversion 5.6 * 33
- Seaver's Folly 5.6 PG *** 36
- Grungy 5.6 PG 42
- Old Yeller 5.6 R 63
- Slabular Silver 5.6 R 68
- Stovepipe 5.6 PG 69
- Microwave Crack 5.6 ** 69
- No Answer 5.6+ PG 27
- Locomotive Breath 5.7- ** PG 19
- Comered 5.7- * 42
- Bates' Route 5.7- PG * 56
- Swift Premium 5.7** PG 15
- Lakeside Jam 5.7 ** PG 15
- New Fangle Dangle 5.7 PG * 17
- Pete's Tree Right 5.7 * R 21
- Slabs Overhang 5.7 * R 22
- The Roof 5.7 PG ** 29
- Ribs 5.7 33
- Inside Out 5.7* 34
- Short Job 5.7 PG 35
- Half Moon Crack 5.7 PG * 41
- The Finger Crack 5.7 PG ** 42
- Never Yield 5.7 * 53
- Stegosavius 5.7 PG 70
- Diagonal 5.7+ PG/R * 27
- Bishop 5.7+ * 28
- Flake to Flake 5.7+ 34
- Left Talon 5.7+ PG 40
- Another Face 5.7+ R * 41
- Finger Joy 5.7+ * 42
- Frito's 5.7+ PG 57
- Black Fly Capitol? 5.7+ PG 65
- I Think So! 5.7+ 66
- The Comer 5.8- ** R 22
- The Good Book 5.8- *** PG/G 43
- Wedge 5.8- PG 53
- The Edge 5.8- PG *** 53
- Tighter 5.8- PG 61
- Sweet Gum 5.8- 63
- Hurricane Bob 5.8- 67
- Captain Crunch (a.k.a. Munch-a-Bunch) 5.8- * PG 69
- Boulder-Rama 5.8 PG* 17
- Cramming 5.8 17
- All-Time Wanker 5.8 R 19
- Dike 5.8 ** R 22
- Obscene Phone Call 5.8 ** 27
- Mini Grunt 5.8* 33

Routes by Difficulty Rating

<input type="checkbox"/> Holiday Rambler 5.8 PG	35
<input type="checkbox"/> Seaver's Direct 5.8 PG *	36
<input type="checkbox"/> Getting Smaller 5.8 PG	40
<input type="checkbox"/> Wing Roof 5.8 PG	40
<input type="checkbox"/> The Knife 5.8 R *	62
<input type="checkbox"/> Feet First 5.8, C2 *	65
<input type="checkbox"/> Mossfest 5.8	67
<input type="checkbox"/> Summit Crack 5.8	68
<input type="checkbox"/> Fernly, not Friendly 5.8	68
<input type="checkbox"/> Jam It 5.8 * PG	71
<input type="checkbox"/> Barf! 5.8 PG	72
<input type="checkbox"/> Weissner's Revenge 5.8+ PG	18
<input type="checkbox"/> The Hourglass 5.8+ PG	18
<input type="checkbox"/> Rook 5.8+ PG/R *	28
<input type="checkbox"/> Yellow Zonkers 5.8+ PG *	28
<input type="checkbox"/> Double Trouble 5.8+ PG *	29
<input type="checkbox"/> Maxi-Grunt (a.k.a. Taco Bell) 5.8+ R ***	30
<input type="checkbox"/> Sneaker Crack 5.8+ PG *	39
<input type="checkbox"/> Abomination 5.8+ R	42
<input type="checkbox"/> Fleas 5.8+ PG	62
<input type="checkbox"/> Leave the Lobster 5.8+ * PG	69
<input type="checkbox"/> Flaky Jake 5.8+ * PG	71
<input type="checkbox"/> Mounds 5.9- *** R	22
<input type="checkbox"/> The Start 5.9- **	26
<input type="checkbox"/> Man's Best Friend 5.9-* PG	62
<input type="checkbox"/> Sweet Beech 5.9-	63
<input type="checkbox"/> Metzger's Mossy Mess 5.9- PG	65
<input type="checkbox"/> Crack Allergy 5.9- * (TR)	71
<input type="checkbox"/> Creatures of Love * 5.9- PG	72
<input type="checkbox"/> China Dragon Right 5.9 *	15
<input type="checkbox"/> Padloss 5.9 R	19
<input type="checkbox"/> Loose Flake Polka 5.9 R/X *	26
<input type="checkbox"/> Chamonix 5.9 (TR) *	29
<input type="checkbox"/> Big Bad Jam Crack 5.9 PG	29
<input type="checkbox"/> Far Out Jam 5.9 PG *	30
<input type="checkbox"/> Double Crutch 5.9	37
<input type="checkbox"/> Juniper Face 5.9 (TR) *	41
<input type="checkbox"/> Slug Lips 5.9 PG	67
<input type="checkbox"/> Summit Crack 5.9	68
<input type="checkbox"/> Micro-aid 5.9, A2+	69
<input type="checkbox"/> Cedar Crack 5.9 * PG	72
<input type="checkbox"/> Wingtip 5.9+ * PG	15
<input type="checkbox"/> Tabasco 5.9+ **	18
<input type="checkbox"/> Free Base 5.9+ *	18
<input type="checkbox"/> Almond Joy 5.9+ ** R	23

Routes by Difficulty Rating

<input type="checkbox"/> Flex All 454 5.10+ PG	61
<input type="checkbox"/> Relax 5.10+ ** R	67
<input type="checkbox"/> Inside Comer 5.11- (TR)	16
<input type="checkbox"/> Penguins In Bondage 5.11- PG *	18
<input type="checkbox"/> Little Finger (a.k.a. Chew on This) 5.11- * R	23
<input type="checkbox"/> Max Factor 5.11- PG *	27
<input type="checkbox"/> Pawn 5.11- (TR)	28
<input type="checkbox"/> P.B.&J. 5.11- PG	28
<input type="checkbox"/> Overhanging Arête 5.11- (TR) *	42
<input type="checkbox"/> Immaculate Constriction 5.11- PG ** ..	57
<input type="checkbox"/> Life During Wartime 5.11- * PG	67
<input type="checkbox"/> Basic Crack 5.11- PG	69
<input type="checkbox"/> Cuticle Crack 5.11- * PG	72
<input type="checkbox"/> Beam Me Up Scotty 5.11 * (TR)	15
<input type="checkbox"/> All-Time Loser 5.11 * (TR)	19
<input type="checkbox"/> Whaleskin 5.11 (TR)	29
<input type="checkbox"/> Desperate Depression 5.11 R ** ..	30
<input type="checkbox"/> Alive and Kicking 5.11 PG ** ..	37
<input type="checkbox"/> Heat Wave 5.11 ***	54
<input type="checkbox"/> Dr. Hemlock 5.11 (TR)	55
<input type="checkbox"/> The Crucible 5.11 PG	57
<input type="checkbox"/> Out of the Action 5.11 R	57
<input type="checkbox"/> Men Without Brains 5.11* TR	66
<input type="checkbox"/> Screaming Lord Byron 5.11 *** (a.k.a. Barstool) PG/R	67
<input type="checkbox"/> So Far Away 5.11+ * PG	15
<input type="checkbox"/> Thin Face 5.11+ ** R	22
<input type="checkbox"/> Black Rhino 5.11+ (TR)	27
<input type="checkbox"/> Another Thin Edge 5.11+ (TR) *	31
<input type="checkbox"/> Smiling In Winter (a.k.a. The Vulcan Tip Rip) 5.11+ R**	34
<input type="checkbox"/> Grandma's Grunt 5.11+ *	34
<input type="checkbox"/> Eveready 5.11+ (TR)	42
<input type="checkbox"/> Dying to Tan 5.11+ (TR)	53
<input type="checkbox"/> The Exorcist 5.11+ ***	56
<input type="checkbox"/> Book of Fools 5.11+ (TR) ***	58
<input type="checkbox"/> Stuck in Alcatraz 5.11+ (TR) *	61
<input type="checkbox"/> The Anvil 5.11+ PG *	62
<input type="checkbox"/> Super Collider 5.11+ * (TR)	65
<input type="checkbox"/> Cortez the Killer 5.11+ ** PG	66
<input type="checkbox"/> Babylon 5.12- R	15
<input type="checkbox"/> Timex 5.12- PG/R **	17
<input type="checkbox"/> Bob Weir Can't Play 5.12- (TR) *	28
<input type="checkbox"/> Crescent Crack 5.12- PG**	34
<input type="checkbox"/> Fingers of Fire 5.12- (TR) *	42

Crescent Crack 5.12- PG**	34
Cuticle Crack 5.11- * PG	72
Descent Gully 5.4	55
Desperate Depression 5.11 R **	30
Devilish Direct 5.5	34
Devilish Diversion 5.6 *	33
Diagonal 5.7+ PG/R *	27
Dike 5.8 ** R	22
Double Chin 5.6 PG **	26
Double Crutch 5.9	37
Double Jam 5.5 PG **	29
Double Trouble 5.8+ PG *	29
Dr Hemlock 5.11 (TR)	55
Dubuko 5.10- * PG	55
Dying to Tan 5.11+ (TR)	53
Easier Said Than Done 5.10 ** PG	56
El Rayo X 5.12- ** (TR)	55
Escape From San Quintan 5.10+ PG/R	61
Eveready 5.11+ (TR)	42
Face It 5.10 (TR) *	42
Fantastic Face 5.10+ R/X **	26
Far Out Jam 5.9 PG *	30
Feet First 5.8, C2 *	65
Fernly, not Friendly 5.8	68
Filthy Ankle Biter 5.5 PG	71
Finger Joy 5.7+ *	42
Finger Lichen Good 5.10+ PG *	36
Finger of Flake 5.9+	33
Finger Pump 5.10 R*	34
Fingers of Fire 5.12- (TR) *	42
Flake Route 5.4 **	21
Flake to Flake 5.7+	34
Flaky Jake 5.8+ * PG	71
Flaming Telepaths 5.10 PG	69
Flash It 5.10- *	69
Fleas 5.8+ PG	62
Flex All 454 5.10+ PG	61
Free Base 5.9+ *	18
Friction Slab 5.1 PG *	31
Friend of the Devil 5.13- *** PG	54
Frito's 5.7+ PG	57
Getting Smaller 5.8 PG	40
Good Lord! 5.12+ (TR)	34
Grandma's Delight 5.1*	33
Grandma's Grunt 5.11+ *	34
Grungy 5.6 PG	42
Hairball 5.10 R	21
Half Moon Crack 5.7 PG *	41
Heat Wave 5.11 ***	54
High Anxiety, (a.k.a. Silicon Shoes) 5.10+ (TR)	29
Hiking Way to Top (Class 2 or 3)	56
Holiday Rambler 5.8 PG	35

Huckleberry Hound 5.9+ *	63
Hurricane Bob 5.8-	67
I Think So! 5.7+	66
Immaculate Constriction 5.11- PG **	57
Inside Corner 5.11- (TR)	16
Inside Out 5.7*	34
Jam It 5.8 * PG	71
Jump Dean, Jump 5.12 (TR) *	30
Juniper Face 5.9 (TR) *	41
Kiddie's Korner 5.5	27
Knobs and Dishes 5.10 (TR)	43
Lakeside Jam 5.7 ** PG	15
Leave the Lobster 5.8+ * PG	69
Left Chimney 5.4 PG/R	16
Left Talon 5.7+ PG	40
Life During Wartime 5.11- * PG	67
Little Finger (a.k.a. Chew on This) 5.11- *	
R	23
Locomotive Breath 5.7- ** PG	19
Log Face 5.10 PG	34
Loose Flake Polka 5.9 R/X *	26
Lycra Sanction 5.10- PG	56
Mack the Knight 5.10 PG	56
Man's Best Friend 5.9-* PG	62
Max Factor 5.11- PG *	27
Maxi-Grunt (a.k.a. Taco Bell) 5.8+ R ***	
	30
Men Without Brains 5.11* TR	66
Metzger's Mossy Mess 5.9- PG	65
Micro-aid 5.9, A2+	69
Microwave Crack 5.6 **	69
Mini Grunt 5.8*	33
Monkeying Around 5.10 PG/R	39
Moss Crack 5.4	42
Mossfest 5.8	67
Mounds 5.9- *** R	22
Ms. PacMan 5.3	30
Needles 5.6 PG	31
Never Yield 5.7 *	53
New Fangle Dangle 5.7 PG *	17
No Answer 5.6+ PG	27
Oak Creek Chimney 5.5 PG	40
Obscene Phone Call 5.8 **	27
Obstacle Crack 5.10- PG	18
Oh God! 5.10- PG	55
Old Yeller 5.6 R	63
One Last Sanction 5.9+ PG	54
Out of the Action 5.11 R	57
Outside Corner 5.10 * PG/R	16
Overhanging Arête 5.11- (TR) *	42
Overhanging Corner 5.5	36
Overhanging Corner Direct 5.10 PG	36
Overhanging Corner Right 5.5	36
P.B.&J. 5.11- PG	28
Padloss 5.9 R	19
Pain 5.5	40
Pawn 5.11- (TR)	28
Penguins In Bondage 5.11- PG *	18
Pete's Tree 5.4 * PG	21
Pete's Tree Right 5.7 * R	21
Pine Tree Crack 5.5 PG *	41
Pleasure 5.3 *	40
Razor Crack 5.10+ PG *	39
Relax 5.10+ ** R	67
Rescue Practice Face 5.12 (TR)	28
Ribs 5.7	33
Right Chimney 5.3 PG	16
Right Talon 5.9+ PG	40
Roadside Chimney 5.4 PG *	17
Rook 5.8+ PG/R *	28
Rusty Hammer 5.10- * PG	54
Scramble-Rama 5.3 PG	14
Screaming Lord Byron 5.11 *** (a.k.a. Barstool) PG/R	
	67
Seaver's Direct 5.8 PG *	36
Seaver's Folly 5.6 PG ***	36
Shame It 5.9+ PG	67
Short Job 5.7 PG	35
Short Stuff 5.6 PG	27
Slab Crack 5.4	40
Slabs Overhang 5.7 * R	22
Slabular Silver 5.6 R	68
Slant Crack 5.5	40
Slap the Dolphin (a.k.a. Double Trouble Direct) 5.10+ (TR)	
	29
Slug Lips 5.9 PG	67
Smiling In Winter (a.k.a. The Vulcan Tip Rip) 5.11+ R**	
	34
Sneaker Crack 5.8+ PG *	39
So Far Away 5.11+ * PG	15
Speckman's 5.12 *** PG	55
Squeeze Play 5.4 PG *	56
Stegosaurus 5.7 PG	70
Stovepipe 5.6 PG	69
Stuck in Alcatraz 5.11+ (TR)	
	61
Summit Chimney 5.3 PG/R	
	17
Summit Crack 5.8	68
Summit Crack 5.9	68
Super Collider 5.11+* (TR)	
	65
Sweet Beech 5.9-	63
Sweet Gum 5.8-	63
Swift Premium 5.7*** PG	15
Sympathy for the Devil 5.13 PG **	57
Tabasco 5.9+ **	18
The Anvil 5.11+ PG *	62
The Arch C2	54

The Corner 5.8- ** R	22
The Crucible 5.11 PG	57
The Edge 5.8- PG ***	53
The Exorcist 5.11+ ***	56
The Finger Crack 5.7 PG **	42
The Good Book 5.8- *** PG/G	43
The Great Chimney 5.2 PG *	27
The Horn 5.9+ ***	27
The Hourglass 5.8+ PG	18
The Insider 5.5	33
The Knife 5.8 R *	62
The Roof 5.7 PG **	29
The Start 5.9- **	26
Thin Face 5.11+ ** R	22
Tighter 5.8- PG	61
Timex 5.12- PG/R **	17
Tramp 5.6 PG	30
Twice the Trouble 5.3 *	29
Wanker's Away 5.2	19
Wedge 5.8- PG	53
Wedged 5.3	28
Weissner's Revenge 5.8+ PG	18
Whaleskin 5.11 (TR)	29
Wing Roof 5.8 PG	40
Wingtip 5.9+ * PG	15
Won Hung Lo 5.10- PG	69
Workout Crack 5.9+ PG	43
Yellow Zonkers 5.8+ PG *	28
Yukon Delta 5.10+ (TR) *	21

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